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ELECTRIC BRAIN

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Special Thanks to You the Readers!!

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BRAIN SCAN

Yo Dudes!

Well, this is the final issue of Electric Brain... (Bloo
Hoof!)... BUT when I say FINAL I mean the final
issue of how E.B. will look and feel... as from the
next issue... Electric Brain will be produced in
conjunction with Space City Communications of
London... and you will also be able to buy it at most
newsagents!

However... E.B. will remain very much the same,
giving you all the latest news for the major
Japanese consoles (including the good old PC
Engine), plus game reviews, tips, features, and
more.

Issue 33 will be available on March 25th...
together with adverts on Teletext and possible
adverts on the TV. Oh, if you got issue 30... the
rather pink issue... well, if you can guess what the
colour of 33 will be, then write down on postcard
and send it to me (Hott'm address) and correct
answer chosen by some sort of system will get a
prize! What prize? No idea... I'll think of something.
Include what console you own too just incase it's
for your machine!

Some bad news concerning the E.B. Team. As
you can see Nick haven't done anything for this
issue? Apart from been a lazy sod... a nasty
burglar sneaked into his house one night and
stole his Super Famicon, and other goodies! What
a bummer eh? If the robber is reading this, please
return the goods... and we will beat the crap out of
you!

Well, I think that's about it from me... until next
time. Oh yeah... please remember to send
Subscriptions to the Space City Address in London
and not to me! Although, you can still send mail to
my Hott'm address.

Onn Lee

(Editor)

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Ermm... seem to have some
space here to fill... so I better
think of something to write here
or it will look like it was
censored. Then again, why
should I bother... a nice empty
box would look quite nice
here amongst all these pages of
text.

PIONEER BECOMES VERY ACTIVE

Pioneer are the company if you are after a laser disc player... but if you are thinking of getting one... you should wait for the release of the Pioneer Laser Active player.

Not only does this new player play laser discs and standard compact discs... but at the front of the unit is an expansion slot which takes a number of adaptors (control units)... of which, includes a Sega Mega Drive adaptor (called the Mega LD), a PC Engine adaptor (the LD-Rom²) and a Karaoke adaptor. Each of the units are the size of a car radio/cassette unit... and when slotted in, in the case of the Mega-LD and LD-Rom² will let you play both cartridge games and CD titles too... plus of course audio CD-G... plus games on 12inch Laser Discs if they ever come out, although Pioneer are likely to put these together. The two game units comprises of the appropriate cartridge slot and controller ports... and comes with one joy pad.

As for the Karaoke adaptor... it features two microphone sockets and a number of knobs and dials to control sound... and with this in, you can sing to your heart's content.

The system is expected to be on

sale at the middle of the year at a price of around £400 for the main laser disc system with each of the slot in adaptors costing less than £100 each. If you buy the whole set up then you are getting a real bargain, especially as a Mega Drive and Mega-CD would cost you around £300... and a PC Engine and Super CD-Rom (or Duo) would cost you

around £200...

As yet, there are no plans to release the system in the UK... well... not surprising really, as you still can't buy an official PC Engine in this country in any form.

What about a Super Famicom adaptor... not very likely... Nintendo can't even come up with a CD-Rom yet!!



● PIONEER'S LASER ACTIVE PLAYER ABOVE. BOTTOM LEFT TO RIGHT: THE MEGA-LD ADAPTOR, THE LD-ROM ADAPTOR, AND LASTLY THE KARAOKE ADAPTOR.

S.F. Barcode Battler II Adaptor

As always we give you the latest news... and as we mentioned about the Gameboy Barcode Battler to come out from Namco real soon... a bar code battler adaptor is to be available for the Super Famicom in the next few weeks.

This will only be worth getting if you already have a Barcode Battler II, as the adaptor connects it to your Super Famicom through the second control port. What the adaptor does is to use the Barcode Battler II as an input device. Thus, games can be released on cartridge for the Super Famicom and use the device in conjunction with barcode cards and such like.

The adaptor will cost between a measly £9-£13, as for cartridge games for use with it... they will probably cost the same as standard ones.



● LEFT: BARCODE RPG ON THE SUPER FAMICOM USING THE BARCODE BATTLER II ADAPTOR. ABOVE: THE ADAPTOR CONNECTS THE BARCODE BATTLER II TO THE SUPER FAMICOM.

MULTI SYSTEM RETURNS!

The once spectacular games console that was to change the way people played games - the Konix Multi System has been revived and will be hitting the UK around Spring!

Konix's Multi System was to be a games console - strangely shaped with handle bars, gear lever and... of course there was the optional hydraulic chair system, and also cheap, as games were to be released on disks which had more protection than wearing a mates' condom and a plastic mac.

However, the all new, all singing, all dancing Multi System will be a totally new machine to compete with the technology today... ie. the Mega-CD. The machine will be a 32-bit (30MHz processor), capable of full motion video, CD based system, but likely to have all the old Multi System bits and bobs, like the design.

According to trade newspaper CTW, the machine will be produced by MSU (a UK company) together with TXC (a Taiwanese manufacturer... which should be cheap enough to produce!!) and it's also possible that chief Konix boss Wyn Holloway is in on the game too.

The machine should hit the UK first in late spring with around 9 software titles available for it.

We'll wait and see if the machine ever turns up!

I'm back... I'm T²

As NEC US (Turbo Technologies) loose ground on sales of their systems to the other two biggy companies (Sega and Nintendo), T.T. have got a new promotion to encourage buyers of the new Turbo Duo unit. Anyone buying the system instantly becomes a member of T² Team. And each time they purchase a Super CD title, they earn points... which can be cashed in for all sorts of goodies like T.T. T-Shirts, Sweatshirts, sports bag, games, and other items.

Considering there are only a handful of Super CD titles available... they have to wait a wait to gain enough points for something worth while!!

MEMORY BASE 128

After the announcement and release of NEC's own Memory Base 128 unit for the PC Engine (a 128k memory add-on), Koei, the Japanese strategy games masters, are to produce a similar device themselves too which is a little bigger

SEGA WORLD SHOW

When a company is as big as Sega, they can afford to host a show of their own, like Nintendo and NEC does... and from 6th December last year, Sega held the second Sega World show in Japan.

The three day event attracted over 12,000 budding gamers to the show which showed off the full range of Sega products from UFO furry-creature grappling machines to the full range of Sega game consoles and arcade machines... including rows of Virtua Racing simulations!

The show of course was a huge success and featured many famous Japanese stars... which wouldn't make you blink an eye if we mentioned some of their names... if we could spell them!



● THE ROWS OF VIRTUA RACING MACHINE AT THE SHOW... MORE THAN IN THE WHOLE OF THE UK!

However, some of the attractions included the Sonic 2 and Virtua Racing challenge competition, the showing of the Menacer light gun (although this will be called something totally different in



● THE EVENT OF DECEMBER... THE SEGA WORLD SHOW

Japan - the Mega Spider!!), and the two new Mega Drive controllers - the 6b six-button joystick and MD Mouse. The latter two were attached to mega drives, but neither had anything running on the machines that used the devices, so we are still in thick fog over what the 6b pad will be used for!

Of course as well as the hardware, all the major Japanese software companies were there to show what they had on offer... with the biggest two attractions been Sonic 2 and bare Knuckle II.

Away from video games, Sega also released a laser-tag style gun, so people can run around trying to shoot each other.

RPG MANIA AGAIN!



Although December the 6th was the day of the Sega World Show... it was also the day thousands of Nintendo Famicom owners queued outside computer stores for the second most popular role play game in Japan... Final Fantasy... V.

As with Dragon Quest V, hundreds of gamers camped out over night too for the game of their

dreams, and within a matter of a few hours, all copies of the game were sold out.

In fact, the game is such a sure fire way of making money... even a chain of food stores stocked the game amongst their can food and vegetables... and as expected none were left before the end of the day was over!

NEWS AS WE KNOW IT.. OR DO WE?!

SEGA/MEGA CD-ROM!

Now that the US Genesis CD-Rom is out - called the Sega CD so you won't get confused with the Japanese Mega-CD, the burning question to us all is... will the CD work on our Megadrives and will the CD titles work on each other's machine?

Well... if you remember, when the Japanese Mega-CDs were imported, they were very iffy... working on some machines, but not all. And it seems the case for the Sega CD system. If you really are intent on getting out of these, then I suggest you ring up your dealer and ask them giving details of your machine type. As for CD titles... this is also the same... with some titles working on the other system and some not... so again a good idea to contact your dealer when ordering... if they know that is! BUT... generally, if you own a jap system... stick with the jap titles, and vice versa for the US system for guarantee compatibility.

Unfortunately, neither CD systems have really excelled in terms of brilliant games. There are a couple of good titles on the Jap. side with Wolf Team's Road Blaster been very good... and everything else rather average and could have been done on cartridge, while the US machine has some very boring titles. Hopefully, Psygnosis' Dracula will put more life into the systems. Plus of course Game Arts' Slipheed should do the biz (see Mega Drive Software News).

EPILEPSY FEARS...

Biggest console headline in January was the news of a boy who died after an epileptic fit while playing on a Nintendo system. Of course, The Sun newspaper went over the top with the headline 'Nintendo Killed My Son'. Of course, playing video games aren't the cause of this... but can be triggered by flickering lights... and other visuals, which can effect children who suffer from photo-sensitive epilepsy... which is quite rare. Should you suffer from this, then one should sit at least 2.5 metres from the screen (which should be 14 inch or less) and never have the brightness too high. Alternatively, play on LCD screens. Wearing an eye patch on one eye can help too!

For more info. on Epilepsy... you can contact The British Epilepsy Association on 0345 089599.

SHARP'S X68000 SPECS. REVEALED

A couple of issues ago, we did a piece on the Japanese personal computers... and we didn't give the specs. for the Sharp X68000 as they weren't available at the time of writing. Well, I can now tell you that, the machine has a 68000 CPU which runs at 16Mhz. The XVI Compact model has 2 megabytes of ram which is expandable to 12MB. Highest Resolution is 768 x 512 pixels, and has a colour palette of 65536 different shades. As for sound, it has a ADPCM sound chip, plus 8 FM channels!

Latest game to be converted to the Sharp machine is Sega's Strider... which is identical to the coin-op game in everyway!! Definitely a machine to have if you are loaded with cash!

JAP. EDITORS DESERT MARU

The biggest shock hit the Japanese computer press a few months back, when Editors of top computer/console magazine publishers Marukatsu, for some unknown reason, left the company and established their own company called Media Works. Marukatsu produce consoles mags for the full range of consoles... including the PC Engine, Super Famicom and Mega Drive, but since the departure have greatly fallen in quality.

The all new Media Works have started their own range of magazines under the Dengeki name... with Dengeki PC Engine coming out each month, and Dengeki Megadrive available bi-monthly.

ANIME REVIEW

"UROTSUKIDOJI, Legend of the Overfiend"

This is the latest addition to the Anime series available from Manga Videos (or Island World to give them their proper name). Urotsukidoji is in the minority not only because of its totally unpronounceable title, but also it is certified 18 (most Manga titles are 15). Ten minutes into the film and it is immediately obvious why this is so! The contents is very violent and many would argue totally over the top with borderline pornographic scenes and not a lot in the way of storyline. This would be greatly mitigated perhaps if the animation was any good, but this is also very poor compared to something like AKIRA or Venus Wars. The story (though quite original) also has some major flaws as well as employing very few characters. Overall I could not really recommend this one to any but the most dedicated of Anime fans although some might find a little interest in the porn and violent scenes! Anyway next issue I hope to be looking at Odin, another Manga title this time a little more restrained. Meantime, if anyone has any Anime videos which they could lend us for reviewing, please get in touch with ONN and we can lend Urotsukidoji in turn(!).

LL

Wrong Influence

How really factual is Bad Influence the Factual Computer games programme? During January, they made the following claims:

● **Andy Crane:** "Streets of Rage II is the first 16meg game for the Mega Drive"

As we all know, this isn't true. Sega already had a 16meg game out for some time called Land Stalker, a brilliant 3D isometric arcade RPG.

● **Andy Crane:** "King Arthur's World is the first game to use Surround Sound"
Again... untrue. All us PC Engine CD-Rom owners will know, Super Darius, released a couple or so years ago has Dolby Surround sound!

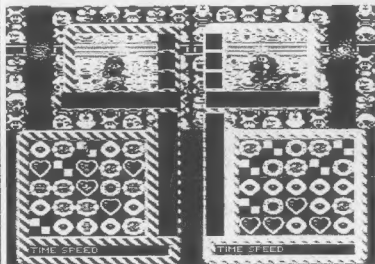
SUPER FAMICOM SOFTWARE NEWS

● **Acclaim:** Although Street Fighter II is still extremely popular in the arcades in one form or another, the closes beat 'em up to it is Midway's Mortal Combat... a similar game to SFII but featuring animated digitised graphics, and some strange combination special moves. The game has been snapped up by Acclaim, and will be converted to a number of consoles including the Super Famicom. Expect it to appear second half of the year.

● **Athena:** Good Horizontal scrolling shoot 'em ups are rather thin on the ground on the SF, but this is about to change as Athena are about to release Big Metal... a Dead Moon like blaster. The game features real awesome graphic backdrops and some wierd enemy crafts. I mentioned Dead Moon as the ship is similar, and so are the extra weapons including thick long lasers, and a wide wave weapon. If I'm correct, Dead Moon was an Athena game... so this could actually be the sequel.

● **Bandai:** Super Scope games are rather simple... you only have to check out the two new ones in this issue... and the next game to use the plastic toilet tube will be Bazooka Blitzkrieg from Bandai. The game looks like another Operation Wolf/2 game as you go around blasting the living daylight out of armoured security guards, robots, and other baddies.

● **Black Pearl Software:** Strangely enough, I would have thought that Acclaim would have snatched William's Total Carnage and convert it to the Super Famicom, but it's up to Black Pearl Software to bring in the goods for the 16-bitter. I have to admit, I didn't thing Total Carnage was a patch on Smash TV in terms of gameplay, but as they are to improve the game with more trills... this conversion might be worth checking out when it is complete.



● BPS' CONVERSION OF YOSHI'S COOKIE FOR THE S.F.

● **IGS:** Mega Drive owners will remember an old basketball game called Super Real Basketball for their machine where the game plays very much like E.A.'s basketball games but when you came to shooting at the basket, you get a close up animated scene. Well, the same game will be coming to the Super Famicom from IGS around March on 8meg cart.

● **Jaleco:** Last issue, I mentioned that Jaleco was to release another beat 'em up called Dead Dance. The game WILL be a Street Fighter II style game (it even has a guy that can preform a Dragon Punch!) and looks pretty good. On 16meg and out in March. Other games from Jaleco includes a Rambo/Mercs-style shoot 'em up as you control a cyborg against the bad guys. This game looks great, and again will be out around March. March will also see the release of USA Ice Hockey... a game very much like E.A.'s Hockey, but not as good!

● **K-Amusement Leasing Co.:** Baseball games are pretty naff on the SF, but KAC seems to be on a winner when they release the Neo Geo conversion of 2020 Super Baseball in mid. March. Graphically, the game looks to be pretty close to SNK's original, but as KAC aren't the best programmers round, as we have seen by the other Super Famicom game releases... we wait for the game in anticipation.

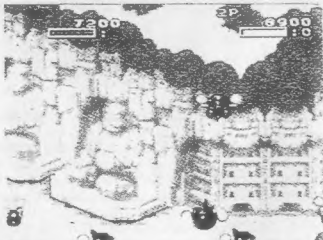
● **Konami:** Konami's next game will be a conversion of their two player up screen shoot 'em up Twinbee (Bells & Whistle) under the different name of Pop & Whistle. As the game goes, it looks very colourful and as detailed as the coin-op game, but ofcourse featuring better enemy bosses, and using that good old Mode 7 chip to it's best abilities as Konami always does. On 8meg, out in March.



● ATHENA'S GREAT LOOKING SHOOT'EM UP!

● **Bullet Proof Software:** After the success in Japan of the Gameboy and 8-bit Famicom versions of Yoshi's Cookie (another tetris style puzzle game), BPS are to convert the game to the Super Famicom. Again, rows of different cookies fall and you have to get rows of the same cookie to make 'em disappear. Plus, you have to get a certain number of certain rows of cookies to complete each level! Looks pretty good... but would you pay around 40 for a simple puzzle game? Out on 4meg.

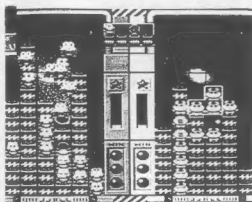
● **Electronic Arts:** Powermonger, my favorite game of all time will be available for the Super Famicom in March. The game will be just like the Amiga version with some cosmetic changes. The icons, which were around the main display area have now been move to the left strip... and the main characters and captains have been changed! However, this 8meg conversion will sell for an amazing 56... which is ruddy expensive compared to other SF games... even 16meg Street Fighter II was cheaper!



● KONAMI'S POP 'N WHISTLE, TWIN BEE ON THE S.F. SOON.

On 8meg, out in March.

● **Micro World:** There's already three tennis games on the SF... but Micro World are soon to release Loriciel's International Tennis Tour (or as it was known on other systems.. Davis Cup Tennis, or Tennis Cup). The SF game will be identical to the other versions... which weren't bad!

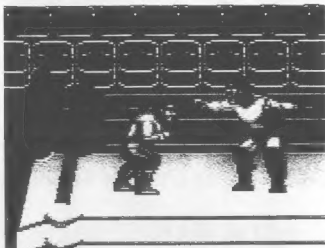


● NAMCO'S COSMO GANG PUZZLE... ALIEN TETRIS!

● **Namco:** After Cosmo Gang, the cartoon Space Invaders are back in a next Tetris-style puzzle game for release at the end of February on 4meg cart. The game will be called Cosmo Gang - The Puzzle (very original eh?). Like Tetris, different shapes fall down the screen (although in this case, they contain the silly looking aliens) and you have to move them around to line up the same type of aliens in a row. The game has also just hit Japan in coin-op form,

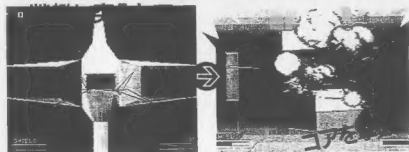
● **NCS:** Another big game cartridge comes from NCS in the form of a wrestling game. The 16meg simulation features excellent cartoon style sprites of famous

Japanese wrestler... all with great facial expression. The game has 16 wrestlers to choose from, although no release date as yet.



● NCS' WRESTLING GAME... COMPETITION FOR WWF..?

● **Nintendo:** Star Fox, the game everyone is talking about with the Special FX chip will be out on 21st Feb. on 8meg cartridge. The cost of the game in Japan will be ¥9800 (£43) although this could change. So if you are thinking of buying it when it's imported, you can expect to pay the same price as Street Fighter II... anything up to £100. The game itself looks brilliant featuring a number of levels... each level featuring a number of stages. Each level has you flying from one location to another... although you have a choice of routes. ie. From the planet Corneria to Venom... you can take a route through an asteroid field, past a Space Armada (not to mention a possible trip through a black hole), through a meteor shower and finally to Venom. Alternatively, head through an Asteroid field, to the planet Fottan, past through the mysterious Sector Z, down to the planet Macbeth and finally to Venom. All of this action is of course in 3D using filled in polygons, as you pilot your ship from location to location, and blast those alien scum. Hopefully, we'll have a full review in the next issue!!



NINTENDO'S STAR FOX... SUPER 3D POLYGONS... AND ACTION!

● **Sammy:** Sammy are to join the basketball race with Super Basketball for the SF for release in March on 8meg cart. Again, it's another game similar to Electronic Arts'.

● **Taito:** One of the best Taito shoot 'em ups has to be Darius, and although Darius Twin on the SF wasn't too hot, Taito are planning to release a proper sequel - Darius III for the SF later in the year. Although the game is a long way off, early screen shots of the game looks very promising with new weapons and bosses... including triple lasers and a different wave weapon... plus what looks like a rather pregnant seahorse boss!!

● **T&E Soft:** After releasing two 3D Golf games, T&E Soft are to release another... the same old game but this time the Devil's Course... so called because the course is played at the USA in and around Death Valley! I didn't know there was golf course there, did you?

● **Toshiba/EMI:** Toshiba/EMI are to release a game based on Spielberg's Back to the Future 2 in July. The 8meg game will be called as the movie title but with 'Super' tagged on it. The game's very very loosely based on the movie, as it's a cute platform game featuring all the characters from the movie. Looks pretty neat!

● **Tradewest:** The game everyone is waiting for - Super Battle Toads will soon be available for the Super Famicom in the Spring, and it's looking real awesome. As the game is been converted by Rare themselves, then this should definitely be a game worth getting, believe me! The conversion will be based on the NES original with speeder bikes and all... but of course, all the graphics are beefed up with totally crazy moves. We can't wait!

● **Varie:** Varie are more known for their racing games, but are soon to release a Wrestling game on a whopping 16meg cartridge. The game will be a straight forward side-on affair.. although the graphics will be digitised from real Japanese wrestlers. Hopefully they will animate well.



● BATTOLEADS ON THE SF... JUST LIKE THE NES.

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LOONEY TUNES

GAME BOY BY JIM/OT



David: After the Tiny Toons had their fun, it's now the grown ups turn!

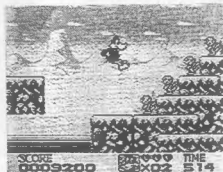
Seven cartoon characters must play through their own individual games and complete a set goal

(Bugs Bunny has to find his lost carrot in a haunted house for example). The levels are complete games, but you can only use the set character in each one. More annoying, you can't choose the order each game is played (but I'll bet there's a level select cheat in there somewhere!)

The games are: South seas (Daffy Duck in a platform game), Street Smarts with Sylvester and Tweety, Pilot Porky (shoot 'em up with Porky Pig), snack Time with Taz Mania Devil, Haunted Mouse (platform with Speedy Gonzales), Way out west - a chase with Road Runner and finally

Bugs Bunny in Hare Beware.

Despite the platform bias, there is a fair mix of genres, so game play doesn't get repetitive. It's also full of nice touches, from the intro



with the familiar looney Tunes logo, to the game over 'That's all folks' message. Loads of the cartoons enemies make guest appearances from the Marlon to Yosemite Sam, all intent on stopping the Toons and the action is fast and smooth.

The graphics are excellent, with

easily recognised characters and some detailed backgrounds. (the shoot 'em up level has parallax clouds and looks really nice). But some of the smaller characters can get lost behind them, the small Twenty Pie especially. Sound is the usual jolly tunes and a version of 'that' tune at the beginning, but a special mention for the 'Road Runner' level. Press 'B', and you get a sampled 'Beep Beep', it's got no effect on the game, but it's fun!

The levels vary in length considerable. The first level with Daffy is quite long with above ground and underwater sections, but the Tazmania level is only sixty seconds long and is classed as a bonus level in the booklet. The games are not overly difficult, aimed at the young people who watch the cartoons (cough! cough!) but there is enough variety in the styles to keep you interested. Good stuff.

Video - 87%
Audio - 80%
Playability - 89%
Lastability - 79%

Overall - 85%

OUTRUN 2019

MEGA DRIVE BY JIM/J

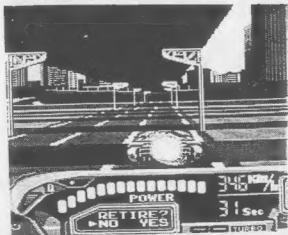


Onn: There are a number of pretty terrible software companies in the console industry (more in the computer industry), but the producers of this game - Sims - is amongst the THQ mob, and their latest comes with no surprise.

Sims licensed the name Outrun from Sega, so Outrun 2019... (which was originally called Junker's High - which is a strange title... you'd think it had something to do with drugs... no wonder they changed the name)... is similar to Sega's Outrun but set in the future. You drive a futuristic car, which, from the rear end looks a bit like the bat-mobile with it's rocket thruster sticking out and must race as fast as possible through a circuit - crossing each checkpoint before time runs out! The game does have few extra touches, as there are a number of computer controlled cars racing against you too, so beating them is another priority. And for added interest, there are four circuits to race across... although the first has only three sections so rather short.

Graphically, the game is a right shambles... with awful looking sprites, and the 3D scrolling is fairly jerky... made worst by the horrible stripey road that flickers like hell when you are travelling at a reasonable speed. The side features are very Thunderblade like as they wobble forward when you rip past them, although there is a very neat bridge which is done with filled vectors and looks very realistic as you drive by and under it... shame they couldn't use filled vectors throughout the game instead!!

Sound is rather below par too with synth tunes that drools along with each track sounding very similar...



BUGS IN THE PLATFORM GAME... CREEPY!! WHAT'S UP DOC?

soundwise... and E.A.'s Lotus Turbo Challenge is definitely a better bet if you're after a racing game... not only miles better as a single player game, but certainly light years better in two player mode!! Oh yeah... the game has memory back-up ram, so you can save your times!! But after saving them, do you really want to better them?

Video - 55%
Audio - 45%
Playability - 45%
Lastability - 40%

Overall - 45%

That's all the reviews... Check out next issue for the Mega Beat 'em ups... Fatal Fury, Power Athlete, Brass Boss, Rushing Beat Run, Aliens Vs Predator, and more... PLUS.. Lethal Weapon, Bomberman '93, Assault Suit Valken, Rolo to the Rescue, Chakan, Gradius II, The Gadget Twins, Cal Riplin Baseball, Fire Pro Wrestling 2... and lots, lots more.....

MEGA DRIVE SOFTWARE NEWS

● **Accolade:** Although you might have read about Bubsy coming out for the Super Famicom, Accolade are also to release the game on the Megadrive. The game's another Sonic style game featuring Bubsy the Bob cat, and some of the best animated sprites seen on a games console. Expect it around the Spring.

Thinking slightly ahead of time, Accolade have signed up Pele (the Brazilian footballer... remember him in Escape to Victory?) to feature in their forth coming football game for release in 1994. Of course, it should coincide with the start of the World Cup held in the US of A.

● **Electronic Arts:** As expected, E.A. are to release a sequel to the highly rated Desert Strike in the form of Jungle Strike. As the title suggests, it's more of the same but featuring less sand and more trees!

E.A. has also launched a new label called EA Kids. As you can guess, titles under this label will cater for the younger generation - or as EA puts it, the 'Edutainment' category. I wonder if we will see John Madden pre-college Football, Road Nappy-Rash, or E.A. Kiddergarten Hockey?!



● BUBSY... CRAZY ATTICS OF A BOBCAT... STRANGE UPSIDEDOWN



● GAME ARTS' EXCELLENT LOOKING 3D MEGA-CD GAME - SLIPHEED!!!

games that are likely to hit the machine includes versions of Castlevania, Contra, Parodius, Gradius and Tiny Toons. These will likely be conversions of their Super Famicom versions using the Mega Cd's extra power of scaling and rotation.

● **Namco:** Splatterhouse Part 3 will be the next 16meg game for the Mega Drive, which will be available in March. The game looks very much like the previous ones, as Jason goes about punching, kicking, and generally splattering those nasty ghouls and ghosts and what have you.

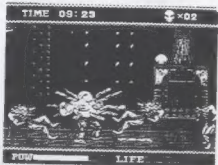
Their next game after SHP3 will be Rolling Thunder 3, and this is looking to be a real excellent sequel. The game follows the same theme as the previous one, but now you can acquire more powerful weapons like rocket launchers, and there's even a stage where you zip about on a water jet bike. No release date of this one.



● RANMA 1/2 ON THE MEGA-CD... NO ACTION... BUT ADVENTURE!

● **Game Arts:** There's been a lot of hype over the SF's Super FX chip - but inside the Mega-CD there are a number of graphic chips and a 12Mhz CPU that has yet to be tapped... but Game Arts are to change all this with their new 3D CD game - Slipheed. The game's a conversion of a PC-88 space shoot 'em up where you control a small craft that zoom 'into' the screen AfterBurner style. However, the difference here is, the landscape and objects are all produced with solid 3D polygons, together with Mode 7 style scrolling when you fly down onto planets, plus amazing 7fractal landscape! Apparently, Game Arts are using both CPUs of the Mega Drive and the Mega-CD to keep the game running at optimum speed. Watch out for a full review of this amazing game when it becomes available.

● **Konami:** After the release of Turtles and Sunset Riders for the Mega drive... and with Tiny Toons Adventures coming out soon too... Konami are also to follow the PC Engine by producing games for the Mega CD. The



● SPLATTERHOUSE II - NASTY JASON!!

PC Engine and Super Famicom, Ranma 1/2 will be appearing for the Mega Drive on CD in April. Unfortunately, the game will be an adventure game... and not a beat 'em up.

● **Sega:** All you waiting for Capcom's Final Fight CD for your Mega-CD, don't have to wait long as it should hit the streets of Japan at the end of February. (SF!!.. no way!!). Latest info. on the game is, it will definitely have a two player simultaneous game with all three heroes to choose from, and all the levels of the coin-op, so you can really show-off the game to all the Super Famicom owners! Another bonus is, it will be full screen, unlike the SF game with the borders... so the graphics are better looking! The game also features a versus mode!

Sonic the Hedgehog... the CD version - called CD Sonic, will be hitting the streets in March. The CD will feature some brilliant

cartoon animation of Sonic... and the game will be an improved version of the original... featuring strange loops, bouncy springs on unicycles, doors, and lots more. Of course, there are some excellent tunes and sound effects, plus some mega intro animations!

As for other CD titles from Sega - they are to convert some of their top coin-ops including Afterburner II, Power Drift and Rad Mobile.

Amazingly, Sega are to embark on another horizontal scrolling shoot 'em up for the Megadrive on 8meg cartridge. The game hasn't been given a definite title, but will be very much like NCS's Assault Suit. Leynos as you take on a robot up against the might of the enemy... lots of weapons, support from your own armies, and more enemies than sand grains in the Sahara Desert.

Golden Axe fans can soon get their hands on the next sequel - Golden Axe III in March on 8meg Cartridge. The game now features a choice of four characters, although the Dwarf have been given the elbow, and now there's a blue lizard man and a really hairy, beefy beast-man. The game is very much like it's pre-quals, and not much like the coin-op version!

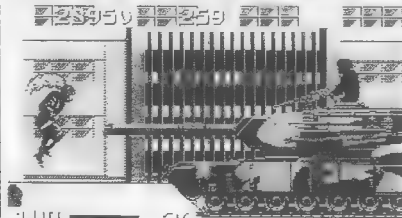


● TOP: SONIC-CD. A FRAME OF THE CARTOON ANIMATION OF THE FORTH COMING SONIC GAME FOR THE MEGA-CD

● ABOVE: THE NEW SONIC LEVELS... HERE SONIC ATTACKS A BRAND NEW LOOP.

● LEFT: FINAL FIGHT CD. TWO PLAYER ACTION.

● **Sega/Falcom:** After the signing between these two companies in '91, there haven't been anything from then, although this will soon change as five games have been lined up for '93. Unfortunately, all of them are on CD and will require some knowledge of Japanese to play them... and includes Ys IV, plus two other RPGs and two War Games.

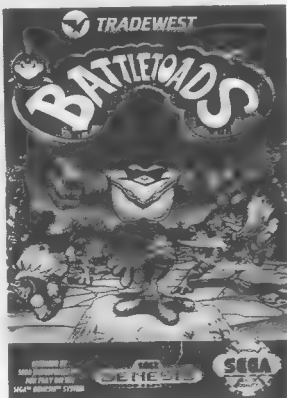


● MEGA-CD NINJA WARRIORS. THE TANK IS PRESENT IN THIS VERSION!

liked the coin-op, watch out for it around mid. March. The added attraction will be the CD sound tracks which will be produced by the Taito Sound Team - Zuntana.

● **Toaplan:** Well, the next Toaplan game will be coming to your Megadrive in the not too distant future in the form of Snow Bros. Yep! Not a shoot 'em up, but a one or two player Bubble Bobble style platform game straight from the arcades. The conversion looks very good indeed, although as you might expect, doesn't have the detail or colourful graphics of the coin-op original. Will be on 8meg cartridge.

● **Taito:** Taito's first Mega-CD game will be a conversion of their old slash'em up Ninja Warriors. The game will be identical to the coin-op (minus the triple screen of course), but will have a two player simultaneous option! The game looks pretty basic now, but if you

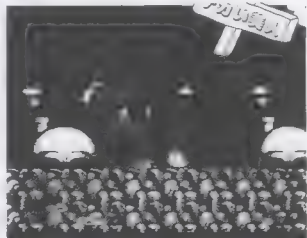


PC Engine Software News

Yet again, not much new for the PC Engine, although if you are into RPGs, Strategy games or adventures and know Japanese, then you'd be spoiled for choice. Hopefully, by next month, companies like Irem, Konami, etc. will announce what they have on offer next after their CD releases.

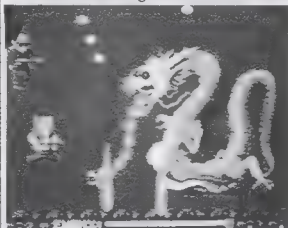
● **Hudson Soft:** The biggest news from Hudson is that, it's very possible that they are to convert a sequel of Fighting Street (Street Fighter 2 in other words) to the engine. According to US magazine, EGM and their PC Engine specific magazine, Turbo Play, word is that, a 20meg version will be produced, and with all that memory, will have better animated graphics than the Super Famicom game. Although the PC Engine is capable of using up to 32meg cards, it seems very unlikely that Hudson will produce a card with 20megs on... considering the cost of the biggest card game to date - Parodius from Konami which cost approx. £50 in Japan, a 20meg game would cost at least double the price! Certain Japanese PC Engine magazines were extremely surprised to see this too... and when asked, Hudson remained silent! Should it appear, it's likely to appear on Super CD in our opinion... we shall wait and see!

The next PC Kid game, PC Kid 3 will be available early April. The game will be another platform adventure featuring the prehistoric head banger, not to mention the big bad green dinosaur. As mentioned in previous editions of E.B., the special features of this game will be that, the Kid will be able to grow mega big, and shrink to the size of a pea. The game will also be on 8meg card! Wings of Thunder, the 'sort of follow up to Gate of Thunder will be available at the end of April. For more info... check out the preview in this issue!



● PC KID 3: NOW BIGGER THAN BEFORE AND WITH A FRIEND!

● **Naxat:** Latest game to be converted to the PC Engine from Naxat is Technos Japan's Double Dragon 2. The game will be available on Super CD at the end of March. The game doesn't look too bad... and with the two player option included, it should be quite fun.



NEC'S NEXT TO APPEAR SHOOT 'EM UP CONVERSION!

● **NEC Avenue:** The what must be the longest waited game on the engine apart from Wardner, Rainbow Islands, will very soon appear on Super CD for the Engine from NEC Avenue. Although the company still haven't given a release date, the game is likely to appear... ermm... this year!

Having just released Gain Ground SX, their next game will be Toa Plan's strange but cute side-arms style shoot 'em up. The game looks very nice, although I wasn't so keen on the coin-op version. For one or two players on Super CD.

Avenue have also announced a number of new Super CD games for the engine, but all of them are either RPGs, adventures, strategy games

or Digital Comics.

● **Nihon Falcom:** If you are all waiting for Falcom to release Ys IV, the team are soon to release a neat Arcade RPG called The Legend of Xanadu. The game is very much like the original Ys I and II games, and will appear on Super CD.

● **Pack-in-Video:** Strangely, one of the worst games producers on the Engine - Pack-in-Video are to release a 5 player Strategy game called Metal Angel on Super CD.

● **Taito:** Next game from Taito will be an action RPG on Super CD. The game is very similar to their coin-op game Cadash, as you play the part of a guy with a sword and magic powers. You can wander around slashing creatures, and blasting them with your magic... but you also meet other people to gain information, and enter shops to buy and sell items like a RPG. Out in Feb.

● **Telenet:** If you missed the Valis series of games from II to IV, for the PC Engine, but want to see the animated sequences and what the story is like, then you can get the Valis Visual collection for 22 on CD.

● **T.T.I.:** Soon to hit the streets in the US will be Camp California on Super CD. The original Turbo card version was rather on the poor side, so hopefully this CD version will be a lot better. Arcade platform Beat 'em up.

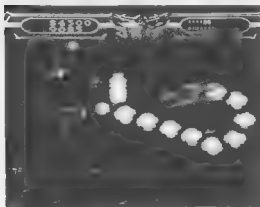
PC ENGINE CD PREVIEWS

Okay, we've had previews of Super Famicom and Mega Drive games in the past... so for a change, here are a couple of PC EngineCD titles that are coming out soon. Onn wipes down his aging CD-Rom, and puts it into action.

Wings of Thunder

Super-CD by Hudsonsoft

As this is by the same people who brought you Gates of Thunder and the title is very similar, and it's a horizontal shoot'em up... this is NOT really the sequel to the excellent blaster. Instead of a space craft, what you control is a flying armoured knight. Before you begin, you can choose from one of four pieces of armour - Fire, Wind,



● WINGS OF THUNDER THE FIERY DRAGON IS YOUR SPECIAL WEAPON!

Water or Earth... each giving you a different main weapon and a special weapon.

The game I played only featured one level, but it's awesome stuff. Like Gates, the game features brilliant defined graphics with multi-layer parallax scrolling, rock music with arabian themes that deatheaen your lug holes, and the game play is as frantic and fast, with enemy knights attacking you left, right and center. The standard weapon you fire depends on what armour you've picked - multi waves, flames, lasers, and so on. Killing the baddies leaves gems for points (although the final finished game looks to have a shop to buy extra items in exchange for gems as in Forgotten Worlds), but also red or blue icons which when picked up increase your weapon power. As-

well as your main weapon, you also have a sword... which you can get in close to a baddie, and he'll swipe at them 'Strider'-style. And if you're in a spot of bother, there's the powerful special weapon!

Like Gates, the game also moves up and down, and features some giant sprites... including a mega-armoured dragon at the end of the level.

All in all, Wings of Thunder looks to be another winning shoot'em up from Hudson. The only bad thing I have to say about the game is it's on the easy side, so hopefully the finished game will be a bit tougher!

Crest of Wolf

Super-CD from Hudson

One of the things lacking on the engine are beat'em ups... and this is the latest from Hudson of a Final Fight ripp-off. Unfortunately, this is more of a Rushing Beat ripp-off... looks great on paper, but once you get down to actually playing the game it's a bit of a bummer!

Although you have a choice of two fighters... a Cody/Axel-like Street Fighter cally Hawk or a beefy punk, the game can only be played by a single player. Wolf plays in the same



● CREST OF WOLF HERE TONY DOES HIS STUPID HEAD SPIN SPECIAL MOVE!!

theme as others... your girl has been kidnapped by the bad guys (and gals) and it's up to you to rescue her by bashing in the hordes of gangs out to get you... and so on. Where Final Fight had a host of moves, your heroes are limited to a handful... a couple of combination punches and kicks, plus jumps, and

a special move which is accompanied by some laughable speech!! The game has everything required in a Final Fight game... a large number of levels (although the preview I played only contained one level), a stack of different enemies with different moves, weapons, food and other items to pick up, and some crazy bosses... BUT... the whole thing is badly executed with fairly poor animation, pretty bad sprite collision, and that lack of excitement as in Jaleco's games!

As you might have gathered, Crest of Wolf is a rather poor beat'em up... not as bad as the horrendous conversion of Golden Axe, but no way as good as the standard of most engine games. Hudson has to really redo this game if they want any of us CD Rom engine owners to buy it!



● BURAI II - EXCELLENT GRAPHICS - SHAME IT'S ALL IN JAPANESE!

Other PC Engine games previews..

Aswell as the above two games, I also had my hands on previews of Dragon Slayer II, The Secret of Blue Water II, and Burai II... all to be on Super CD. However, the games are either RPGs or adventure games (also known as Digital Comics)... ie. unplayable unless you know Japanese... so I can't mention much about them!

However... I must make a point that all three have brilliant animated intro screens... most full screen... and totally awesome stereo music. Hopefully these will be converted to the US TG-16 CD/DOO soon!

SUPER MARIO LAND 2

GAMEBOY BY NINTENDO - 4MEG

M.T.: He's back. That Italian plumber chappy called Mario makes his second (and probably not his last) appearance on the Game Boy.

In this adventure it seems Mario's not kept his mortgage payments up on ye olde castle (Not to mention the Council Tax either I bet. Ed). So the Scum building society's sent a bailiff round called Wario who's evicted Mario and setup residence himself. Now Mario's got to find six golden coins hidden over 24 levels to raise the dosh needed to get his castle back, and then beat the living sh*t out of Wario for having such a stupid name. Ok, so I may have told a few fibs there, but you get the picture.

This is another Game Boy game with a save feature and a push of the start button gets you into the saved game screen. Here, you get to choose from one of three previous games or you can wipe out the old game and start again. It's here that you get to select the difficulty level too by toggling select. Then it's onto the scrolling map to select the first level and off you go.

There are 6 zones, each with 4 levels making a total of 24. The zones include Pumpkin zone, Tree zone, Macro zone, and Mario zone. At the end of each zone there's the good old boss. Bottom bounce them three times and you get one of the Golden coins. Collect all six coins and it's off to the castle to sort Wario out.

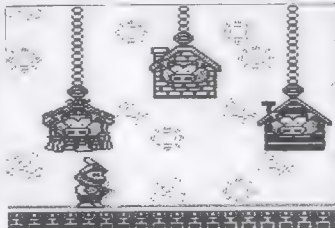
There are some new additions to Mario on the Game Boy. As well as running and jumping you can now pick dead tortoise shells and throw them. Pulling down when you jump makes you spin to break blocks too.

Mario has also got his usual special power up items. The Magic Mushroom (very suspect!) makes him into Super Mario. The Fire Flower allows Mario to shoot fire balls and the Carrot causes Mario to don a natty hat. The hat has rabbit ears on top and lets him fall to earth slowly after jumping, by hitting button B very quickly. This causes the ears to flap up and down and generally look quite silly. Pick up money along the way and you get extra lives.

There's also some handy bonus games. When you get to the end of a level there is a bell. If you ring the bell you get to play one of two bonus games. One is like Bruce's conveyor

belt and you press the button to lower a claw to pick one of Mario's power ups. The other seems to be more pot luck than skill and involves sending what looks like a bit of lecky round some wires to select which power up you get.

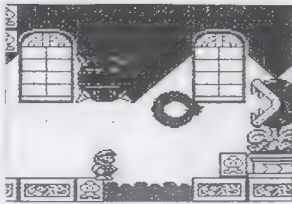
On the game map there's also a bonus game in a cave. It's a fruit machine and here you can spend your hard earned cash to get some



● AH... THE THREE LITTLE PIGS. THE STRAW HOUSE PIG IS A BREEZE, THE WOOD ONE IS TOUGHER... BUT THE BRICK ONE... HARD AS HOUSES!

extra lives. If like me you've got loads money then you can win up to 99 lives! But this does tend to make the game a toed easy to say the least.

When you start to play the game you get that deja vu feeling and then you realise this is very similar to the previous Super Mario game and similar in some ways to the SNES version. It's also fairly easy especially with 99 lives (Note that MT has yet to complete the



● MARIO MEETS THE LITTLE SHOP OF HORRORS.

original!! ..ED!) and the save facility, although having said that the last level in the castle is a real sod. The end of level bosses are a little easy to defeat too for my liking. And while I'm moaning, the collision detection when jumping on baddies is sometimes less than generous as well. But enough of the bad points. Cosmetically it's fine and is a big improvement over the original. The sound's ok, but the same tune seems to appear on most levels but in a remix form making it annoying after a while.

Despite being similar to the first incarnation I still enjoyed playing it. If you haven't already got Mario 1 then I say buy it. If you have then you may be wasting your 30 quid as it's not a vast improvement. And besides, there's no Daisy to rescue this time.

P.S. where's Yoshi!?

Video - 90%

Audio - 89%

Playability - 92%

Lastability - 80%

Overall - 90%

BRIEFS

Super Famicom by E.A.

Bulls Vs Blazers

AND THE NBA PLAYOFFS

Onn: I was going to write a full review of this game... BUT as it's a near perfect conversion of the Megadrive game of Bulls Vs Lakers... which as you know is a updated version of Lakers Vs Celtics... I thought, why should it deserve a big review! So, what we have here is a very good basketball game. As I mentioned in a couple of issues back... Bulls Vs Lakers is certainly one of the best basketball games on the Megadrive... and it's no different on the SF, even if Lakers have gone down hill from last season and Blazers are now tops! In fairness, the megadrive version has a slight edge as it's more slicker... better (smoother) animation and faster gameplay. However, if you've never seen the MD game, then you'll won't notice many bad points. All the features are there... the EASN news-style, different characters have their own slam-dunks, replays, and tons of options. Definitely worth getting if you are a real fan of Basketball... and certainly one of the best ones for the machine!!

LOTUS TURBO CHALLENGE

MEGADRIE BY GREMLIN/E.A.



Onn: Lotus Turbo Challenge is one of the best racing games on the Amiga, and now E.A. brings the game to the

Megadrive... and as usual with Amiga conversions... this is more or less another port. The game is more like Outrun, as you race

both backdrops and sprites and sure could have been improved. Like the Amiga version, the other cars on the track are still only Lotus ones... a few more variations would have been nice... especially as it's more like Outrun anyway! Sound is okay with fairly good tunes and appropriate sound effects.

But all in all, Lotus Turbo Challenge is an above average racing game, and probably worth getting as there's little else available when it comes to two player car race games... but could have been a lot, lot better.

Oh yeah... I forgot to mention... although the title is Lotus TURBO challenge... your vehicle doesn't actually have a Turbo! So there's no real skill in when to hit the turbo button as there isn't



● RACING IN THE SNOW... THERE'S NOTHING LIKE IT IS THERE?

along to reach each check point within the time limit! There are a number of options including the split screen two player mode for competitive action.

The game is very playable, but nothing outstanding. The graphics are just like the Amiga version with very bland and limited colour in

one!

Video - 75%

Audio - 75%

Playability - 80%

Lastability - 77%

Overall - 76%



KICK OFF

EXPER FAMICOM BY ANCO
Reviewed by Onn



Onn: One of the best games ever produced on computer format was Kick Off... the football game that looked ever so tacky but played extremely well... and made Anco

a fair bit of money. Imagineer thought they would reap in money too when they converted the game to the SF around a year ago with Pro Soccer... but was a complete bummer of a game... so much so it wasn't released in the US/UK. Now Steve Screech... one of the people responsible for the computer versions gives us Kick Off... and I'm sorry to say, this is as big as a bummer as the first release! Firstly, the option screen is as complicated as a rubik's cube to figure out... and once you've managed to get into the actual game, you'll ask yourself why you ever bothered!

Instead of viewing the pitch from far up, this version has zoomed down so you have bigger players to control. The graphics of the players look better, but makes the game a lot less playable as you can't tell where the hell the goals are. Controlling your guys are real tough too... infact, as this is based on the original kick off, and not it's sequels, you have limited moves! The slow down problem looms it's ugly head too... should more than five or six players enters the viewable screen, then it enters the Scottie law - "The engines can't handle it, Captain!". And to top it all, sometimes the scrolling screen can't keep up with the ball! There are a host of other flaws in this game, like the ball going into the net, but coming out the back and not counting... but I just won't go into. With all these problems, you can expect a bad review... and you'd be right, although it can be quite fun to play in two player mode just for a laugh, until one person loses, and blames it on the faults!

This is a pretty pathetic attempt to capture the excitement and playability of Kick Off, and I can whole heartedly say, avoid this game at all costs. Stick with Super Soccer, or even Jaleco or Taito's efforts, which are a lot better!

Video - 80%

Audio - 75%

Playability - 55%

Lastability - 40%

Overall - 50%



BRIEFS

GODS

Super Famicom by Mindscape - Smeq



Onn: After Gods on the Megadrive, the game hits the Super Famicom too. And generally there is little difference between this and the MD version. The most noticeable thing is that, the graphics aren't as detailed. This is because it's a port from the Megadrive game, which is a port from the Amiga game... and as the Super Famicom has a slightly lower resolution... those stutty graphics of

the original really stands out... not to mention the 'orrid purple colour' scheme. The other thing I have to mention is the vertical scrolling isn't correct. When you move up, the scrolling doesn't keep up, so you can be near the top of the screen... which is quite deadly should anything attack you from above which you can't see.

Anyway, apart from those niggles, the game plays just like other versions, and as it's one of the most playable games around featuring great arcade action and puzzle... and is a lot faster than the Amiga game making it a tad more difficult to complete even with only four stages... Gods is probably worth considering... although with the likes of Capcom, Konami and other companies' arcade adventure games (ie. Magical Quest and Tiny Toons), it does have a lot of competition... especially as Gods doesn't feature any of the SF's special abilities.



PUSHOVER

SUPER FAMICOM BY OCEAN



Marc: Pushover is a direct port-over from the Amiga puzzle game, with no graphical differences at all.

Again, it's one of those games that you can't really do at lot to

improve for the SF, the graphics are very simple and are there just to do a job, not too pretty

Music is slightly better than the Amiga version and this is the only difference I could notice.

The gameplay is basically Dominoes, with you playing the part of an ant who has to move the tiles around so that the special marked tile falls last. There are various types of tiles (a help screen tells you what they are) and a password is given after each level. There's quite a challenge here for those who crave a mental workout.

Pushover is actually a pretty good puzzle game, with a slight arcade challenge with moving the ant around, instead of just brain work. However, if you've got an Amiga as

well, there is no point in buying this version (and the Amiga one is cheaper!) and is a simple puzzle game really what you bought your SF for???

Video - 70%

Audio - 75%

Playability - 80%

Lastability - 85%

Overall - 78%



ONE OF THE FIRST REALLY CHALLENGING LEVELS YOU'LL ENCOUNTER NOT ONLY DO YOU HAVE TO SUSS OUT HOW TO TOPPLE ALL THE BLOCKS, BUT ALL TIME IT RIGHT TO GET TO THE DOOR BEFORE THE BRIDGE DOMINO BLOCK THE MOLE!



Onn: I'm quite a fan of the old domino toppling... infact, I have quite a collection of Domino Rallye bits. Unfortunately, as my house is fully carpeted, setting up the dominos

and all the gadgets was quite a problem... not to mention tresome, it takes about an hour to lay out all the dominos, and only a minute or so before it all comes down!!

Push Over is very much like Lemmings... great fun to play, addictive, rather basic graphics with fairly good animation, and reasonable sound. The only real problem is with the identification of the various dominos. As they are all yellow with different red marking... it's difficult to tell which does what... so usually it's a matter of flipping to the I.D. screen. Strangely enough, when your ant stands next to the explosive domino, he sticks his fingers in his ears and shut tight his eyes!! This is a great idea... but why couldn't Ocean have done something similar to the rest of the dominos?!

Overall, Push Over is certainly worth getting... it's not as fun to play as Lemmings as there isn't a lot to do on each level. It certainly kept me up a couple of nights solving those darn puzzles!!

Video - 80%

Audio - 75%

Playability - 90%

Lastability - 85%

Overall - 86%

CHESTER CHEETAH

SUPER FAMICOM BY KAHNHO - SUPPLIED BY MEGAWARE



Marc: Bit of a weird one this...!! It's one of those game where the developer's gone all out to get the look right but spent about two minutes on the gameplay.

Graphically, C.C. is excellent. The style is very similar to Bart's Nightmare (maybe even the same guys?) with a really nice cartoony, very unique look. Some of the sprites let the show down a tad, but other than that, full marks here lads!

Chester is a 'cool dude' (!) and so the game's littered with Bill and Ted speak, but unfortunately the game's not as 'bodaciously righteous and awesome' as it could have been.....!

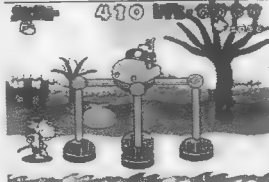
The music and sound effects are quite subdued for such a loud looking game, but actually suit it quite well.

Each level has a different task, generally finding an item and taking it to the exit. There are quite a few original ideas thrown in here but no great surprises.

The problem is the speed at which the game's played. It's FAR too

slow!!! If the main character moved at a decent pace, this would have been quite nice, but as it is, it's all a bit boring.

If you're looking for a sort of slow Sonic, Chester Cheetah might be worth a look, but try before you decide - don't just see the graphics and buy it, you'll



CHESTER MEETS A MECHANICAL VEHICLE. YOU CAN'T DESTROY IT... JUST AVOID IT'S 'EGGS'!

no doubt be disappointed.

Video - 90%

Audio - 83%

Playability - 75%

Lastability - 80%

Overall - 80%

BRIEFS

Super Battle Tank

Mega Drive by Absolute Ent.

Onn: Super Battle Tank on the SF was a pretty average game with nothing very spectacular apart from the reasonable enemy tanks and helicopters that moved around fairly realistically as they were digitised. The MD version however is a lot worse as it's graphics are very badly reproduced with horrible crude graphics in all departments and disgusting colour cycling on the option screen. The game itself plays like the SF version... and that's very boring indeed. Generally head towards your target and fire shells at it, then head for the next target... boring!! Avoid this at all cost although Tank fans might want a peep at it first before buying!!

WING COMMANDER

SUPER FAMICOM BY MINDSCAPE - SUPPLIED BY MEGAWARE



Marc: Wing Commander is a bit of a legend on the PC - it takes up about 15 meg of hard disk space, likes machines the faster the better, and has

oodles of 256 colour stills and sampled speech. So why release it on the SF, a machine designed for arcade games??? Good question.

The answer is 'Pass. Don't Know.' An 8 megabit cartridge is never going to be capable of holding all the data, the less than 4 mhz CPU (even Mode 7 assisted) isn't going to be able to shift vector-based graphics like a 33 mhz PC and the sampled speech isn't really viable. Mmmm...

Even now, a great supporter of the wonderful Nintendo machine can see (and admit!) the above. So why bother??

Enough of that, on with the review....!

Things don't start off well, with a terrible piece of title music making



WING COMMANDER - IN YOUR CRAFT... BLOW UP THOSE ENEMIES!!

you reach for the volume straight away. The intro itself isn't bad, with an effort to make it cinematic working to an extent.

The still graphics are quite a big part of Wing Commander, and so the fact that, on the SF they are of such poor quality causes a bit of a problem. They all look very low-res

and chunky and so the presentation drops down the scale quite dramatically.

Wing Commander, the game itself, is actually very simple. You just blow up other spaceships in an dog-fight in space. I never actually saw what was so special about the game, and I don't think there is anything special about it to see. However, it's a wonderful way to show off a PC!!

The saving grace of the SF version is that the dogfight sequences are actually quite quick. Mode 7 coming to the rescue of the slow CPU once again. The spaceships you're up against are also quite nicely drawn, although lacking in animation.

Really, there is nothing to recommend about Wing Commander. On the PC it was just a blown up demo, and without all the hardware it's not even that on the SF and the gameplay's gaping holes are exposed badly.

Go and buy something with GAMEPLAY instead.

Video - 67%
Audio - 60%
Playability - 40%
Lastability - 45%

Overall - 50%

WARP SPEED

SUPER FAMICOM BY ACCOLADE



Onn: After the pretty average Wing Commander, I looked forward to Accolade to do the Super Famicom justice with Warp Speed. But I have to report, Accolade are fol-

lowing behind Mindscape with their game.

Warp Speed is very similar to Wing Commander in that you pilot a space fighter in a number of missions. Missions vary from Training - where you just have to destroy all enemy fighters in a sector, to pirate busting, and a fully blown campaign!

Each time you start a mission, you're ranked as rookie with a basic twin laser craft. You are briefed on your mission, and then you can launch. Pressing button Y brings up a map of the current sector you're in. The map is gridded and shows the locations of your star base, yourself, the enemies, and so on. This will enable you to engage the enemy and so forth.

Getting from point A to point B is quite tricky, as moving a little in any direction could put you off course. A

Wing Commander crosshair would have been nice! Although there are Asteroids to get through like W.C.

The battle sequences at first looks very impressive indeed. The enemy ships uses the SF's mode 7 so they expand and rotate in spectacular fashion. Unfortunately, it's also badly programmed as only one craft attacks you at any one time, even when there are four enemy fighters in the vicinity. The feeling of been in 3D space is also not convincing as the single plane of stars scroll at the same rate when you move, making everything look very flat! Dog fighting is pathetic too. The enemy crafts either just head towards you... where all you have to do is send a few laser bolts at it, or they come up real close to you, and head off in a certain direction. The latter, you can't seem to hit it even if you vary your speed which is ridiculous.

As well as following your mission, occasionally, messages appear asking you to perform other tasks like collecting herbs from a certain sector and then deliver to a Star Base.

Throughout the missions, you can dock with Star Bases for repairs, and

if you did well, get promoted and ship upgraded with better weaponry.

I have to say, Warp Speed is an extremely good idea for a game... very much like Atari's Star Raiders... but badly put together... not to mention fairly easy! Apart from the nice looking 'single' attacking crafts, the rest of the graphics are very crude indeed, and sound isn't much better either. Compared to Wing Commander, I think this just falls short of it... just about playable but only just. Stick in a Super FX chip and this might be worth looking at!

Video - 50%
Audio - 50%
Playability - 65%
Lastability - 55%

Overall - 50%



HUMAN GRAND PRIX

SUPER FAMICOM BY HUMAN



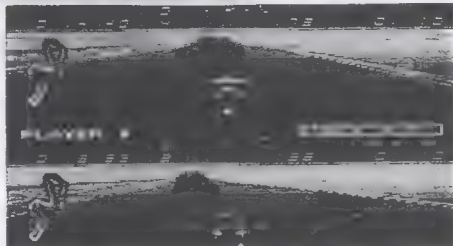
Marc: Racing games seem to be fairly popular on the SF (Mode 7 does lend itself well to the genre after all) but developers have to be careful to get the playability balance

right. It's all very well to go for graphic overkill and forget to put a game in there somewhere or make a crap looking super playable game, but rarely do both tie-in.

Unfortunately, Human GP seems to have fallen into the same trap Aguri Suzuki's GP did, looking very nice but being far too fiddly and fast for it's own good.

Presentation is nice - all the stuff's here; different drivers, courses, loads of options to fiddle with and generally a decent level of detail.

The game is split screen (even in one player mode-aargh!) and this is annoying, making the main screen too



● HUMAN GRAND PRIX. TWO PLAYER SPLIT SCREEN ACTION BUT DIFFICULT CONTROLS!

small and spoiling the effect of the graphics, though 3D is very fast and impressive nevertheless.

Music is minimal but passable and sound effects are obviously the usual mind numbing wasp-like jobbies.

Control is very, very fiddly and it

will take most of us quite some time to master taking a corner in anything other than first gear!!!

Mano Kart and F-Zero are the only two racing games really worth getting on the SF, but if you insist on getting a real racing game (rather than a sci-fi/joke one!) Human GP is probably worth a look. Be ready to spend some time on it though.....

Video - 85%
Audio - 70%
Playability - 71%
Lastability - 75%

Overall - 80%

SUPER F-1 HERO

SUPER FAMICOM BY YANE



Onn: On paper, Super F-1 Hero looked great, but after mucking around with the options and finally getting down to the track... I can say, Super F-1 Hero is NOT one of the better racing games for the SF!

The graphics of the car itself is awful - very crude, and badly animated... like it just bounces up and down in-

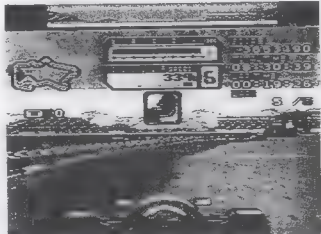
50. The animation of the other cars are terrible too. When they over take you... they don't drive smoothly past... they just suddenly appear in-front of you! Control is not too hot either.

The only good thing I can say about it, is the track surface. Instead of the awful stripey tracks found on most racing games, the track actually looks like a proper tarmac surface with grey specs and all the required markings... but

when the game is so slow... it doesn't look too hot.

Sound is the usual boring Japanese racing get up... inappropriate tunes while racing with fairly reasonable engine noises, and so forth.

All in all... there nothing I can recommend you to buy this... definitely one of the worst racing games on the SF. If you are after a first person's perspective racing game... check out Nigel Mansell's (see Sneakers Box).



stead of speed at over 300kmph. The game uses the usual mode 7, but you wouldn't have guessed as the 3D scrolling is terribly slow and everything jerks around. When travelling at over 300kmph... it seems like you're doing

Video - 35%
Audio - 50%
Playability - 40%
Lastability - 25%

Overall - 35%

SNEAKERS

NIGEL MANSSELL'S
WORLD CHAMPIONSHIP
SUPER FAMICOM BY GREMLIN

Already out on computer format, Gremlin's Nigel Mansell's World Championship will soon be available for the Super Famicom. The game puts you in the shoes of the Brumme himself in the famous Renault-Williams car in an attempt to better the man himself to take the Formula one title. The game will have options for the full racing season, race a single track, and more.

But it's how it plays that really counts... and if the final version is as good as the demo version, then it sure will be a winner. The game doesn't use the usual mode 7 technique, but this doesn't make the game less spectacular. The speed is totally awesome... and amazingly, everything is extremely smooth. Handling of the car is excellent... on the first few laps... you tend to hit every side boarding, but you soon get the hang of it and slip pass with ease. The game isn't very realistic, in that, hitting a car or whatever, only slows you down a little (although does do the car some damage), but it's sheer speed, and playability that makes Mansell's the best racing game to date. There's also a simulation mode where handling is a bit more tricky! Out real soon... so start saving up!!

ASHO JOE

SUPER FAMICOM BY K-AMUSEMENT



Onn: Asho Joe... or as it's known in the E.B. offices as Arse Hole Joe, looked to be a great looking boxing game on paper with

several of the boxers have some great looking special moves. This looked to be the Street Fighter II of the boxing world. But once up and running, this wasn't the case.

The game's controls are too simple for an SFI game... with one button for punch and another for guard! So what you have here is a pretty ordinary side-view boxing game. In a one player game, you can only play as Joe Yabuki - a very basic fellow with no special attacks... just the normal jab, cross cut, body blow and upper cut. Once in the ring, you have to take out each opponent one at a time. Boxing is simple... each hit reduces the opponent's energy... should the opponent block with his guard up, then a pixel of energy will be removed... while a full contact upper cut in the jaw can take a huge chunk. When all the energy of the opponent goes, then

you're the winner! As you progress through the ranks... the opponents get more tougher with some of them having special attacks. The third boxer has a super upper cut which takes lots of energy off... and later on, there's this Blanka like character



● HERE JOE'S TAKING A FEW HITS FROM MR. UPPER 'FLAME' CUT!

called Harimao, that jumps around the screen, performs a spinning somersault punch and can bounce off the top rope for a devastating punch if on target!! As your boxer remains the same all the way through, it's rather unfair... and the game becomes very tedious indeed having only to try to jab the opponent to follow up with an upper cut at the

appropriate moment.

The two player game is a little more playable (as with most two player games), but this is also a let down. There are nine characters to choose from, some of which have special moves... but are limited.

The graphics are very good indeed... very cartoon-like and animation is very nice with neat touches like when both characters hit each other at the same time, the action freezes for a split second! Also when you beat someone, sometimes you knock them out of the ring, and afterwards, you jump out, and hear and a lot of punches been thrown! The backing tunes vary from very short repetitive tunes which gets right up your nerves, to fairly reasonable themes, all based on which boxer is selected!

Overall Asho Joe could have been a very good boxing game... had it incorporated a few more extra moves into all the characters instead of leaving a couple with none, most with one, and one with three, then it could have been worth handing over the cash for... but as it stands it's a below average boxing game with very little enjoyment. Stick with Street Fighter II if you're into beat'em ups!

Video - 87%
Audio - 75%
Playability - 65%
Lastability - 50%

Overall - 65%

COMPETITION

Well, we have a copy of nigel mansell's world championship for the amiga computer.. thanks to gremlin...

..shame they couldn't supply us with a console version, but I suppose it's better than nothing. so if you want to win this.. if you don't have an amiga, then you can always give it away to someone else!

Just answer the following question:

While driving for William's, name four sponsors that appear on his gear or on the car.

Send your answers on a post card, and send to the Nottingham address:
125 Arnold Road
Bestwood Estate
Nottingham
NG5 5HR

WORDTRIS

SUPER FAMICOM BY SPECTRUM HOLOBYTE - SUPPLIED BY MEGAWARE



Marc: No, no, please!!! Not another version of Tetris!!!! Aaaargh! Tetris continues it's conquering of the world with yet another variation the theme... Wordtris.

And through some clever play on words (excuse the pun!) guess what? Yes! Wordtris is Tetris with words!!!! Cor! This is the same old Tetris but instead of locking shapes together you

have to put the shapes down to make up words....

Well, I suppose you could argue that it could be educational, but some of the ridiculous words that the machine knows (and some of the easy ones it doesn't!) make it a bit silly to play. The whole point of Tetris was its simplicity and Wordtris obviously loses that and you're left with a game that really isn't much fun to play for more than two minutes.

Go and buy something worthwhile and impressive and don't waste your money on rubbish like this.

Video - 70%
Audio - 65%
Playability - 50%
Lastability - 40%

Overall - 50%

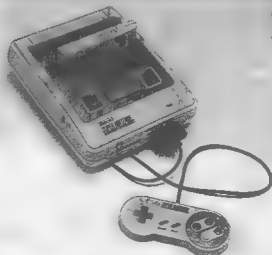
1992 - The year that was..

A year really flies by doesn't it? Onn Lee reflects on a rather splendid year for the games consoles... although not a particularly interesting year for the CD-Rom.

At the beginning of last year, I mentioned that 1992 was going to be the year of the consoles... and the CD-Rom. Well... the console market really took off... mainly with the official arrival of the Super Nintendo in Europe. Although we still have yet to see Atari's 64-bit machine... maybe in '93?

As for CD-Rom... apart from the PC Engine which had most games released on this format (although most were Japanese role play games), the CD-Rom failed to deliver the sort of thing which we were expecting. Sega's Mega-CD failed to show what it was capable of with only a handful of CD titles released, of which, only the Dragon's Lair style FX games from Wolf Team showed any surprises. Not one single title used the Mega-CD's processor to the full or it's 3D graphic chips.

There certainly weren't any significant titles released on the



● THE OFFICIAL SUPER NINTENDO ENTERTAINMENT SYSTEM

Philip's CD-I system, Commodore's CD-TV, and who in their right mind would go out to buy a Kodak Photo CD system?! Then, of course, was Nintendo, who didn't like their original Super Famicom CD-Rom specs, and are to release a better CD-Rom unit around August 1993... well... when I say August... this could change!

SOFTWARE

Software wise, the biggest two games (which were both sequels) were of course Capcom's Street Fighter II for the Super Famicom and Sega's Sonic 2 for the Megadrive. Sales of Street Fighter II rivalled sales of the Dragon Quest series in Japan with massive queues for the

game, and Sonic 2, with the Sonic Two-day event, was the biggest selling console game in the UK.

However, the Super Famicom (SNES) seemed to be the machine of 1992... not only did SFI rise to the top, but also Mario Kart and of course the crazy Japanese queueing for Dragon Quest V... not to mention Final Fantasy V too.

As for the software companies... NEC Avenue still reign as top software for delaying game releases. I remember a friend of mine bought a PC Engine three years ago... as he heard Wardner and Rainbow Is-

lands were coming out... and still neither have appeared!

Electronic Arts can be remembered for the sequels of no change in '92.

T-HQ remains the worst software company in the World. Thank God they don't produce games for the PC Engine... although they have signed up to produce games for the 3DO machine... Arrghh!!

Capcom still are the best beat 'em up producers. And Konami must rate as the top overall games producer!

MEDIA

TV and other media jumped on the games market in '92 too. Games-master and Bad Influence really hit it big on the box which lead to spots on breakfast TV, satellite, amongst others. Most of the national newspapers also now carry a weekly spot on video games too!

There were so many console only magazines released in '92 that I just can't be bothered to detail here

And to top it all... a number of Game music variants hit the charts, although they were all dire tunes!! The original game music pieces were certainly much better!

But what of 1993?

This year is certainly the year of the CD-Rom. Not only will we see more CD titles... but hopefully the launch of the Nintendo CD-Rom, plus possible launches of new machines... the 32-biters.

Atari's Jaguar - the twin 32-bit RISC mystery console (32-bit 68030 and 32-bit graphic and sound processor... which work together)... is still lying in the wings to pounce... and it should hit the streets around Summer '93. News is, the system won't be using CDs, but is sticking to the cartridge system... so it could be quite costly. Considering, a 16meg Super Famicom game cost around £50, and the Jaguar's cartridges will be a lot bigger... we might be seeing another Neo Geo system. The machine itself is hoping to sell for \$99 to compete with Sega and Nintendo, but likely to cost around \$150 in the end. However, an optional CD-Rom drive is expected to be available!

The 32-bit RISC 3DO or **Opera** machine designed by Electronic Arts, Matsushita and co., should also be hitting the streets late '93. The machine should cost between \$500-\$700... rather pricey eh?! A proto-type 3DO was shown for the first time at this year's CES, although the demos shown on the



● SONIC 2 - A BIG SUCCESS ALL AROUND THE WORLD, ESPECIALLY THE UK!

1993 - the year to come!

system were running off a hard disk and not the CD-Rom!

What we have heard and seen of this machine, it looks to be one system that is sure to succeed. However, inside reports from a certain UK software house has stated that CD titles could cost around £70 each, so I would start saving now if this is the case. However, this insider have assured us that the games he had played on the system really blows everything else away... so you get your money's worth! Hmmmm.

With several companies involved with the system, it seems Matsushita will be responsible for producing and selling the actual machines under their various brand names (ie. Panasonic), while E.A. and other firms produce the software!

Latest news is, **Fujitsu**, makers of the 32-bit **FM-Towns** is also to enter the console market and are hoping to release a keyboard-less version of the Towns for release at the latter quarter of the year, or possibly early '94. With already a large selection of titles available for the system on CD, Fujitsu doesn't have to worry about releasing a machine with no or little software! If the machine is cheap enough.. it should be worth getting!!

Then there's NEC with their 32-bit system, which should also hit the streets this year.... well.. remember I'm referring to NEC... and this year could mean



the next decade! The CD-Rom based HuC62 features a customised 10Mhz RISC processor called the HuC62320, plus 5 other graphic and sound chips. Special features includes morphing, bi-axial scaling and rotation, and ray tracing.

Lastly, Sega's 32-bit Giga Drive could make a surprise entrance too! But you know Sega - tight lipped as ever. However, rumours has it that the machine will be CD-Rom based and have a customised RISC processor (yet again!) together with two other MC68000s, all running at 20Mhz!!

Not quite 32-bit, but 24-bit (well.. 16+8). SNK's Neo Geo is already one amazing games console. But, it's expected that, in 1993, SNK will release their CD-Rom for the console. As Neo Geo games are so expensive, a CD-Rom would really benefit - would you buy a Neo Geo if the games for it were around £30? Consider how good the Geo's sound is already, having the CD as well would make it totally awesome!!

'93 SOFTWARE

On software... the big thing of '93 will be the added **chip-in-the-cartridge**... especially on the Super Famicom. We have already seen what the DSP (Digital Signal Processor) in Pilot Wings and Mario Kart can do to a game. The DSP is a co-processor chip in the cartridge that handles all the complex calculations, thus making everything run a lot faster, and also enables it to scale and rotate limited sprites in mode 7. It's said that, with a DSP on board, it can increase the speed of the Super

Famicom from a humble 2.6-3.58MHz to 7.6-10MHz. Hopefully, more companies apart from Nintendo will get to use the DSP in future... especially shoot 'em ups!

A more speedier co-processor has also been developed by Seta, which will be used in their sequel to Exhaust Heat. The chip increases the SF to an incredible 20MHz... Exhaust Heat 2 should definitely not slow down! The chip was shown at a Super Famicom show in Japan middle of last year, but apart from speed, doesn't seem to do anything else.

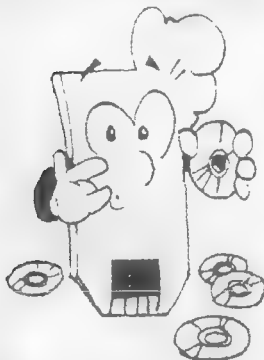
But the chip-on-the-cart, everyone is waiting for is the Super FX chip. This RISC-type chip was developed by Argonaut, the people that brought you Star Glider II, and will feature in their new game Star Fox, a fast Star Glider style 3D space action adventure. The game has you flying a ship out in space and capable of landing on different planets and entering tunnels. It features proper light-sources, 3D polygon shapes as seen in games like Epic, but with no loss in speed. The Super FX is one power house of a chip which is specially designed to manipulate 3D graphics like texture mapping and proper 3D shaded polygons. Producing Star Glider II on the SF would be no problem with this in!

At the moment, Star Force is the only game known to use the Super FX chip, but hopefully more will use it. Hopefully the forth coming Elite II will be converted and use this chip!!

The Super Famicom is not the only machine to have extra enhanced chips in their cartridges. Ofcourse, special chips in cartridges aren't new, as the 8-bit famicom have had them in their cartridges for the past few years... giving the games more colour and sprites on screen. But Sega have also produced a 'special FX' chip of their own to handle complex 3D polygons and such like, and will be used in future Megadrive games. When exactly we will see the first game to use this, is anyone's guess.

Still on the Mega Drive, word is, programmers are figuring out how to display more colours on the screen... and on the Mega-CD, more games will be released that with actually use the special 3D chips and the faster processor in the CD unit. The first to take advantage of this will likely be the conversion of Sega's own Power Drift... and the possible conversion of Virtua Racing.

Whenever these new machines, gadgets, and software appear... 1993 looks to be a great year for the consoles.. whichever one you own.



ROAD RASH II

MEDIA DRIVE BY ELECTRONIC ARTS



Dan: What's wrong with E.A. these days? While they used to produce some really great games all they do these days is to produce updated versions of their old games which are

generally a waste of time. Road Rash II is a good old game which has been slightly improved, but still falls short of it's potential.

The first and most obvious fault of the original game was that the low frame rate made the game rather jerky. Incredibly enough, this is really not good enough. Lots of other M.D. racers are perfectly smooth, and there is no reason for RRII to not have been 50 frames/sec. The game is basically exactly the same as the original Road Rash. A few new bikes are available, including some nitro models which really bloody go! A new weapon, a chain, has been added which is slightly more powerful than the club. Of course the most significant edition is the split screen two player option. This is what we expected to elevate this game to become a brilliant two player racer, but by George we were

an arena with chain-saws, shotguns etc. lying around, with the occasional car or landmine for good measure.

This lack of imagination is a general failing of RR2 (and indeed EA's sequels) as a whole. The



RR2: THE POLICE PULLS ALONG SIDE. "HAVE YOU BEEN DRINKING, MATE?"

game could have had lots of interesting new features, like perhaps a weapon shop to buy missiles, switchblades etc., more interesting handheld weapons (an axe, or maybe a chainsaw), some roadside tents to drive through (heh?) or new age travellers on some private land, eh? Ed.) - loads of ideas suggest themselves. Finally, one last criticism. (and this for me really ruined the game) If you catch up with another rider and knock him out, he falls off his bike. O.K. so far. Now, if you then skid off the road a while later, the same rider will often roar past you almost immediately. Now lets look at this logically. If you knock someone unconscious while he is riding motorcycle at nearly 100mph, what are the chances of him being back on his bike and right behind you within a minute or two? (also consider that your bike caught up with his in the first place so you must be going faster than him.) This really is terribly unrealistic and also renders the act of knocking the other riders off the bikes totally pointless.

I could go on, but I think you've got the point by now. Road Rash II is a worthless sequel and while there are worse purchases for anyone who doesn't own the original, anyone who owns Road Rash should try before they buy.

Video - 70%
Audio - 80%
Playability - 75%
Lastability - 60%

Overall - 70%



Onn: E.A. has a strange idea when it comes to sequels... Bulls Vs Lakers wasn't that much different from Lakers Vs Celtics... John Madden '93 wasn't that much different from '92, or the original, Ice

Hockey '93 wasn't much different from the original either... and now, E.A. brings us the sequel to Road Rash... and again, it's not much different from the original. Okay, there's the new two player split screen option... but apart from that, there's not much new.

The one player game is identical to the original... the same graphics... the same slightly jerky 3D scrolling... the same gameplay with only one additional weapon in the form of a chain, and sound is similar too. As with update E.A. games, it's slightly tougher... the opponents has a habit of coming back and giving you a swipe with their clubs, fists or chains!

The two player mode is quite fun but the screens are rather small, although the scrolling and control is worst than the single screen mode.

All in all, Road Rash 2 is a great game on it's own right, but not a lot different from the original game. I was expecting better smoother 3D scrolling, more weapons (spiked wheels, bazooka, and so forth), more obstacles on the road (ie. jumps, people cross, etc.) and maybe bridges and tunnels and different weather conditions! The two player mode screens are too small too, taking up less than a quarter of the screen. Road Rash 2 is definitely worth considering if you don't have the original, but if you do... then I can't really recommend it.

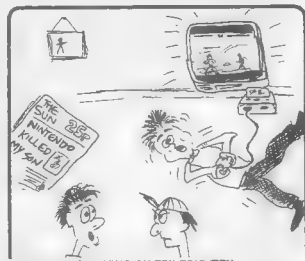
Video - 85%
Audio - 80%
Playability - 89%
Lastability - 87%

Overall - 88%



TWO PLAYER ACTION MORE FUN OR A BIT DODGY?

wrong. The game slows down in this mode and the frame rate really hits rock bottom. When you are knocked across the road by the other player, your bike jumps from the centre of the road to the side within the space of a couple of frames! This kind of programming is just not acceptable on a game costing £35-40. Other than this, the two player game is pointless because when one player is knocked off his bike, the other player goes roaring into the lead and is unlikely to be caught by the felled player. The game is then turned into a very normal second rate split-screen racing game. Why couldn't we have something like Mario Kart? Perhaps



AWWWW! HE'S HAVING AN EPILEPTIC FIT! NAAH! COLIN'S TRYING TO PERFORM A SCREW PILE DRIVER ON SPI.

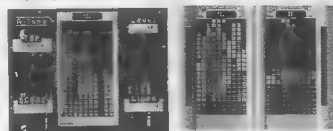
TETRIS 2 + BOMBLISS

SUPER FAMICOM BY BPS

Tetris 2 is basically the same as the Game Boy game, with a third game where extra lines appear at the bottom of the stack as you progress... so I won't mention more on the games... if you don't know what it's all about... then you should crawl back under a rock!

Bombliss is based on Tetris but each shape (there are actually more shapes in this game... some very weird) contains one or more bombs within it as they fall. Bombliss contains two type of games... Competition and Puzzle. The object of both is to clear all the shapes on screen. To do this, when you make a line, the bomb(s) within that line will go off, taking out parts of the line by the explosion(s). Should you make more than one line at a time, the explosion will be bigger... and if any explosions hits another bomb, that bomb will trigger too!! If you get four bombs in a square block... they form one mega bomb... trigger this, and sparks really fly!

The difference between competition and puzzle is that, the former has you trying to clear all the shapes with as fewer shapes as possible from 90. And the latter, you have to clear the screen by only using the given shapes provided!!



● TETRIS 2 - JUST LIKE THE GAMEBOY VERSION... SIMPLE!

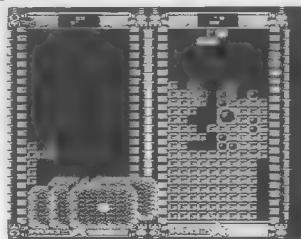


Onn: Tetris must rate as one of my favourite games... and I would have to place it at the top as my favourite puzzle game. So when I heard that Tetris 2 + Bombliss was to be converted to the SF... I was jumping with joy! Readers of E.B. will know this is a conversion of the 8-bit Famicom game of the same name. As the original Tetris for the 8-bitter was only a single player basic Tetris game (unlike the better, but hard to find and very expensive Atari version) it

seemed only right for BPS to release a version based on the Gameboy version with two player option, and three types of games with different difficulty settings! And while they are at it, why not throw in Bombliss too.

Graphically, as you can guess, it's very simple indeed. And on sound, the game features a number of tunes which are pretty good, but not as atmospheric as the original Russian tetris tunes.

Gameplay wise, the Tetris games are still quite fun to play, especially against another player... but certainly not worth forking £40 or so for the game when you can play on the slightly better Gameboy version. Bombliss, on the other hand is a lot more fun and challenging... not to mention requiring more luck! I actually got the game when I was ill (in bed during the new year with painful stomach ache), and was quite addictive playing it!



● BOMBLISS - HERE'S THE TWO PLAYER GAME. RIGHT PLAYER IS IN TROUBLE, BUT LEFT HAS MULTIPLE BOMBS IN ACTION!!

The two player head to head games are pretty fun, but I really think BPS could have included a few more different dual modes.

All in all, Tetris 2 and Bombliss is great... but the price of the cartridge is rather steep for such a game! If you can spare the dosh... then go for it, especially if you don't have Tetris on the gameboy.

Video - 45%
Audio - 75%
Playability - 90%
Stability - 80%

Overall - 80%



Marc: The SF must be about the last machine to get a proper version of Tetris written for it, and we get two for the price of one here with Tetris 2 and Bombliss on one cartridge!!

Tetris 2 is absolutely no different to Tetris 1 (funnily enough!) and Bombliss is just Tetris with bombs in the blocks. Every time a line of these bombs is made a whole chunk of the screen is destroyed. Hmmm.....

Obviously you can't expect a version of Tetris to be graphically astounding and packed to the brim with mode 7, but I did expect some effort to be made with the backdrops. Instead we get some really awful quality pictures and even the main

game graphics look pretty tacky. The visuals look like no time has been spent on them at all, which is very poor.

Music is also sub-standard and not really suitable (I still think Columns on the MD is the best variation on Tetris, and the best presented).

Of course, that good old Tetris addictiveness is here (just!) and despite the terrible presentation, this is quite hard to put down (particularly in two player mode).

Unless you are really desperate for a version of Tetris on the SF, I wouldn't bother with this.

Vedio - 65%
Audio - 70%
Playability - 85%
Lastability - 85%

Overall - 75%

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David Crane's

Amazing Tennis

Super Famicom by Absolute Entertainment



Marc: David Crane, for those who aren't familiar with the name, is a pretty famous programmer whose efforts included 'Little Computer People' and 'Pi-

tfall' on the Commodore 64 - mega classics, even today! Since his original concepts and excellent ideas were also a major part of his games, his debut on the SF with a tennis game is a bit of a surprise.

Tennis is actually one of the harder games to make into a game, with either gameplay or graphics suffering at the cost of the other.

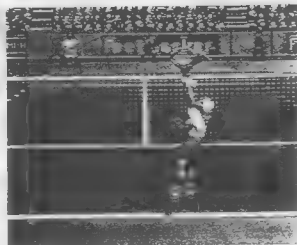
DC's tennis actually plays more like a 'serious' tennis game in that you really need some idea about

how to actually play tennis to get to grips with it. For instance, serving is a real pain, and only timing the swing logically gets the ball over the net and in the correct area of the court!!!

Graphics are pretty good - the main sprite is large (when you are at the near end of the court) but annoyingly small and obscured when at the far end. Animation is o.k., but hardly lifelike. One or two players, various court types and right or left handed players are all available as options.

Music is o.k., but nothing spectacular, and sound effects are very annoying with the usual silly crowd noise in the background and the 'plop' of the ball.

Super Tennis on the SF is surely the definitive tennis game on any machine, and DC's tennis doesn't really come anywhere close to the sheer enjoyment and playability of that. However, for those who like a



● DAVID CRANE SERVES WITH HIS LEFT HAND... ACE!!!

bit more accuracy rather than an arcade-style game, DC's tennis may be worth a look.

Try before you buy though, as this is not really everyone's idea of a fun tennis game.

Video - 80%
Audio - 70%
Playability - 75%
Lastability - 77%

Overall - 76%



Jimmy Connors'

Pro Tennis Tour

Super Famicom by UML Soft



Onn: To my surprise, Pro Tennis Tour is actually quite a good tennis game... in fact, had it not been for one ridiculous point... it would be the ul-

timate tennis game!

The game starts off with an extremely good picture of the endorsed sport's player - Jimmy Connors... and a host of options. This is real neat, as it has just about everything... from single game to a complete tour of the world playing all the competitions. The game also features three difficulty settings... so if you've mastered the computer opponents in Amateur... try your luck at Professional!

Playing the game is very much like Super Tennis, with all the buttons doing something... so you can slice, lob, drop shot, smash, punch the ball, and so on. Serving the ball is slightly different. As soon as you press the button... a crosshair will appear on the opponent's area, and you must aim it

at the place you want the ball to land. This is tricky a first as the crosshair has a lot of inertia. This is a brilliant idea for serving, as it requires a lot of skill and luck instead of just hoping for the best in most tennis game.

As for hitting/returning the ball... this is a lot more tricky... and one of the slight faults of the game. The main trouble with Pro Tennis is that, a few of the shots are too slow in response. For example, if the ball is coming at you at quite a speed, and you press a button to hit it, your player doesn't hit the ball straight away, but takes a long back swing first... where the ball flies past you before he actually tries the hit!

I suspect this is actually very realistic to the proper sport... but in a game where fast action is required... this shouldn't happen, and really spoils the game!

But generally, if you remember to go for the ball before it actually arrives... then it's not too bad! If you can get the hang of all this then it's no problem! Personally, I think, although this method works... when it comes to rallies... it's usually too short, and the excitement is gone, especially when up against a friend. I've been told by Jason that the game works with the 4-player adaptor, so four players can

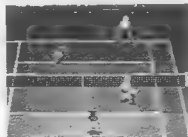
play doubles... great fun... but again... rallies certainly won't be as long as playing World Court on the PC Engine!!

Graphically, the game's great with very good sprites that animate well... although could have been slight better in places. Sound is excellent with some okay tunes on the titles and point screens... while the sound effects are realistic with very good sample speech.

All in all, Pro Tennis Tour is the closest thing to Super Tennis... and could even better it in some ways. But the hit delay is a bit that let it down for me. Definitely worth checking out, and if you're thinking of getting a four player adaptor... then I suppose this game is a Must!!

Video - 85%
Audio - 90%
Playability - 88%
Lastability - 85%

Overall - 87%

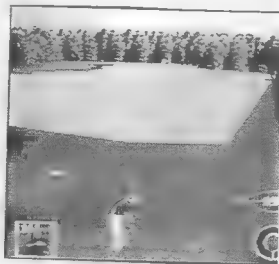


WORLD CLASS LEADERBOARD MEGA DRIVE BY U.S. GOLD



Onn: World Class Leaderboard has four of the toughest championship courses - St. Andrews, Doral Country Club, Cypress Creek and The Gauntlet plus a whole club full of options

which would take nearly a page to list, so I won't bother. However, what it all comes down to is a very good and accurate conversion of the game from Computer to Console.... but it's still in the shadow of PGA.... not to mention



PGA 2 (review soon).

The game plays very well... graphics are okay, but nothing stunning... the 3D action is well done even if the game is rather on the slow side. Sound is rather poor with a very irritating title tune... and limited sound effects. There are some samples... which are rather awful.

Playing the game is rather tricky and I hate the way the computer doesn't choose the nearest club for you when you make a shot. As I'm not a golfer, having to look up how far the ball goes when hit with a certain club each time is a pain. But it's the presentation that is a real let down... as all the fonts and options are set up in very basic computer style.

All in all... World Class Leaderboard is a pretty worth while golf game to purchase, but Electronic Arts' PGA is miles better, so it's not worth forking out dosh for this. As Bruce would say with a grin.... "Shame.."

Video - 80%
Audio - 70%
Playability - 75%
Lastability - 70%

Overall - 70%

MONKEY QUEST

SUPER FAMICOM BY DATA EAST



Onn: Monkey Quest could be called the sequel to Ninja Caveman because it looks and plays very similar to that coin-op game, and it's also produced by Data East.



● AS NINJA CAVEMAN... THIS IS THE FIRST BOSS YOU MEET... JUST HIT THE CAVEMAN THAT POP OUT OF THE DINOSAURS MOUTH, TO REBOUND THEM BACK AT THE DINOSAUR!

The game's story line is as follows. A bunch of monkeys in the stone age were just minding their own business, when out from the skies drops two red orbs. They hit two of the monkeys, and turns them into human form. Great! But something sinister was to happen... also out from the skies came a strange wizard, who zooms down... changes the boy back to monkey form and kidnaps the girl!! Well, it's up to you to go to the rescue!

The game is another Ninja Caveman style arcade platform game, although instead of lots of different weapons to collect and throw, your only weapon is a club. This

makes the game rather more difficult as you have to close in on your enemies, including birds, dinosaurs, and cavemen in different forms. The game has five levels. You start on the first, where there are four stages, and completing them, you are introduced four nasty (but cute looking) bosses. You can then select which level to play next... again each comprising of four stages.

Each of the stages are very short, and just require you to reach the exit. However, each of the levels are very varied... jumping from platform to platform, avoiding bubbling lava, swinging on trees, keeping ahead of a giant rolling rock and dinosaur, and so on. Although you start out as a monkey, red eggs are scattered throughout each stage, and cracking them open either reveal diamonds for bonus points or red orbs which will turn you into human

Reach the end of the level, and you'll have to destroy a big boss (usually a big dinosaur), and after this, you then have to confront the evil baddies which are a lot harder! Monkey Quest is a very nice little game, with very cute graphics, and very playable. However, there isn't much in it. The stages are just too short, and aren't too difficult. And as there is a password system, completing the game shouldn't be much of a problem for anyone. So to put it plainly, a very simple but very playable platform game, but you'll likely be bored with it after a few days.

Video - 88%
Audio - 80%
Playability - 80%
Lastability - 65%

Overall - 70%

NEXT MONTH!!

SUPER FAMICOM HARDWARE CONTROLLER ROUND-UP
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ECCO

MEGADRIIVE BY SEGA



Onn: I was totally amazed by Ecco when I first got the game... the sheer brilliance of the way the dolphin swims and jumps is so realistic. In fact,

for the first 10 minutes... you can forget about what you have to do in this game... but just go crazy on the joypad, leaving out of the water, nose diving the rocks, and so on... great fun!

The game's a arcade puzzle adventure where you play the part

Ecco has 27 levels in all... which comprises of ever increasing complex underwater reefs and caverns. As Ecco, you have to swim around rock formations and underwater plantations. Each level has a number of puzzles to solve... from simple tasks like locating mysterious 'Glyphs', that give information or acts as locks... to escorting lost dolphins to safety, killing off nasty sharks, and finding a blue whale! As Ecco is a mammal, you have to come up for air... or find air from other sources underwater. There are also a host of nasty creatures to avoid or destroy including jellyfish, puffer fish and spiky sea urchins. Taking these out

requires you to zip forward to 'nose-bump' them. You can also communicate with other creatures... and move objects around... ie. with a strong current of water moving up wards, you can drop a rock down it, and follow behind it!

The graphics are generally excellent with gorgeous backdrops, and very good animated sprites... although there are some very ropey bits here

and there. The multi-directional scrolling is fantastic - fast and smooth, not to mention the parallax scrolling. Soundwise, there's some wierdo tunes which fits well with the game, although after a while gave be a real headache! Sound effect are okay... pretty minimal as you'd



● ECCO SWIMS UPWARDS. BUT THAT OCTOPUS LOOKS NASTY!!

of Ecco the dolphin. One day, while Ecco was swimming with his dolphin friends... a storm brewed, and all his friends where sucked out of the water and into a vortex in the sky... leaving Ecco alone. It's up to you to find his friends and family!!



● ECCO MOVES TH'S SPIRAL, SHELL NEAR THE ROCKS WHICH ABSORBS THEM. STRANGE EH?

expect from an underwater game! Gameplay wise... hmmm... okay, it's very original, and controlling the dolphin is great... but I have to admit I'm in two minds about it. Essentially it's a 27 level, arcade puzzle game... and at the beginning, it's very tricky to figure out what you have to do especially illogical things like spiral shells that makes rocks disappear! But once you get into it, it's fairly enjoyable... although very tough indeed. Darting forward is nasty on the nasties... but also dangerous for one self. Ecco is certainly different and certainly worth checking out... but I would have to say try it first before parting with your dosh. After playing it for a few hours, I haven't played very much of it since, it just didn't grab me... so don't believe all the Mega reviews everyone is giving about the game.

Video - 90%
Audio - 75%
Playability - 88%
Lastability - 85%

Overall - 85%

Indiana Jones And The Last Crusade

Megadrive By U.I.F. Gold

Onn: Oh my God... Tiertex are back to haunt me... after dishing out the worst arcade conversions on the computer formats (apart from the wicked backdrops on Street Fighter on the ST/Amiga of course... okay... it was me who did them!) they are now doing console games... so we can expect more stuff to rank next to T*HQ on the SF.

Firstly, the music isn't too bad... faithful to the movie... although this isn't too difficult as Dan could do as good a job on Mario Paint (then again... probably not!) ... but the graphics are horrendous... looking like an Atari ST game with minimal colour backdrops. But as soon as Indy appears and moves... yuck!! Animation is very basic - Am I playing a NES game? The first time I played this... I walked along the caves... jumped about a few times to get the controls right... hitting my head on the ceiling... and.... died!! Yes... hitting your head reduces your energy!!

The game is a platform romp... jump around the platforms, up and down ropes, open chests, whip and punch

the bad guys... and so on. It's not a bad game... the design is pretty good... but it's the execution that lets the whole thing down. Compared to Super Shinobi's slick animation and graphics, Indy looks the pits.

Another thing I have to mention are the sound effects and samples which are certainly the worst I've heard... even the Spectrum can produce better samples than these!!

Well... what can I say but?... the man with the hat may be back, but I wouldn't invite him into my home to play on the Mega Drive! Avoid at all costs!! Take a look at Sunset Riders which has a lot of similarities... but 100 times better!

Video - 65%
Audio - 45%
Playability - 40%
Lastability - 25%

Overall - 30%



STAR WARS

SUPER FAMICOM BY LUCASFILMS GAMES



Marc: For a film so popular, Star Wars hasn't really spawned that many computer games, with only the classic wireframe 3D coin-op springing to mind. Of course, if anyone was going to

do the job right it was going to be Lucasfilms themselves, and what better machine than the SF to show it off on???

Super Star Wars starts off with one of the most atmospheric intros I've ever seen - basically, a perfect reproduction of the start of the film. A large cruiser passes overhead, the little space pod flies out, etc., etc.

Then the screen goes black, and the first few immortal bars of the famous theme tune blast out of the speakers and you just know this is going to be good. REALLY good.....

The music is, of course, a perfect version, as for that matter are all the tunes throughout the game. Not all as memorable as the theme tune but all absolutely superbly done. Just check out the Cantina theme - good or what?!

Enough about the music, onto the graphics. Star Wars was a really visual film (absolutely gob smacking at the time, and it ages amazingly well!) and so Lucasfilms have gone to town with this version. Graphics aren't the best we've seen on the SF, but they capture the spirit of the film well and there's never really a dull level.

The game basically follows the plot of the film which is a really nice touch as at the start of each level you end up saying "Oh Yeah! I remember this bit!" and the whole thing just pieces together beautifully.

The levels are fairly varied in game style. The majority are platform based, but never really the same twice and there are loads of nice bits from the film thrown in for good measure. Obviously, the programmers had to use mode 7 to the max somewhere...and how!! Level 2 sees you aboard a sand speeder blasting Jawas (a classic sample when they

die too!). Here we get smooth as F-Zero and a graphically bizarre - but exquisite - sand surface. Mode 7 comes up with yet another jaw dropping visual gag - keep 'em coming!

The third level shows up a slight flaw in the gameplay. The jump...it's just a complete joke, especially when you're balanced on a very small platform and have to make it across to another moving one! A combination of up and button pressing either sees you somersault

across elegantly or drop to your death embarrassingly! Why one of the buttons on its own couldn't have performed the jump only the programmers know. However, this is just a small blemish and only really adds to the difficulty, which is no bad

thing I suppose.

Next it's inside the Sand Crawler, then later into the Cantina (as Chewbacca, Han Solo or Luke Skywalker) for a beat 'em up session, and then escaping the planet...it's all here.

It's not just the really nice graphics or the extra lovely music that make Super Star Wars a special SF game, it's the fact that it's almost like playing the film that makes it so good. Star Wars is one of everybody's favourite films and so playing the game ties in so well with it.

The amount of levels, sensibly set difficulty level and wanting to see how they've done the next level will bring most people back for quite some time.

Essential? I would think so!

Video - 90%
Audio - 96%
Playability - 90%
Lastability - 88%

Overall - 92%



Dan: No doubt everyone's seen the rave reviews this game has received, with many reviewers going on about how lovely the graphics are, how much the music sounds like the film, etc., but the one thing

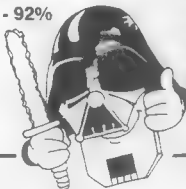
these reviews never seem to mention is that the gameplay is very average. Yep, no doubt about it. Super Star Wars doesn't have much going for it in the game play stakes. Super Star Wars is basically a platform shoot-em-up, but with none of the variety usually found in such games.

If you imagine Ghouls n' Ghosts with all the interesting sections removed, and replaced instead with mindless shooting, you just about have a clear picture of this game. Most levels consist of nothing but running along, shooting aliens, collecting the hearts, running along, shooting aliens, collecting hearts, etc., until finally, when you are on the verge of falling asleep, the level boss will appear. Destroy this and you are allowed onto the next, equally boring level. Zzzzzzzzz. In all fairness, one or two of the levels aren't too bad. The inside of the Sand crawler is fairly interesting, with lots of moving platforms, concealed flame throwers and so on, but one or two levels simply does not make up for the poor standard of the rest of the game. Apart from the platform levels there are also two land speeder levels and a two-level Deathstar sequence. Gameplay here is even worse! The landspeeder levels consist of shooting Jawas and collecting hearts (Yawn!) and the Deathstar sequence is abysmal. The first level requires you to fly above the Deathstar, shooting TIE Fighters and towers, and the trench level requires you to continually shoot the energy ball things that fly towards you. Talk of which leads us nicely onto...

The graphics! The platform levels are graphically fairly good. Luke is well animated, and all the sprites are recognisable. (I particularly like the rather silly looking Banthas) The backdrops are fairly decent though unspectacular. The parts of the game I was most looking forward to seeing were the landspeeder and Deathstar levels, and I actually forced myself to play through the game to see the latter. The land speeder levels are very nice, with some of the best use of mode 7 yet seen. The rotation is brilliant! The first Deathstar level is not



● HERE, HANS MUST TOTAL THE MAINTENANCE DROID.



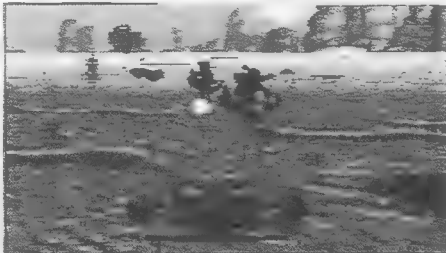
... CONT. Pg. 29

GAME REVIEWS GAME REVIEWS GAME REVIEWS

●Cont. From Pg. 28

so great, and the last level looks incredibly poor.

So, does SSW have anything to



● THE MODE 7 SAND SPEEDER SECTION - STRANGELY I CAN'T REMEMBER SEEING THIS IN THE FILM... BLASTING THOSE LITTLE AS THEY MAKE THAT STRANGE NOISE!

recommend it? Well yes, it does actually, as the sound is superb. The film score is very faithfully

reproduced and gives an excellent cinematic quality to an otherwise dull game. There is also a plethora of spot samples - from the grunts of the sandmen and Obi Wan telling you to 'Use the force, Luke' to

Darth Vader's heavy breathing on the continue screen - the samples are in abundance, and very good they are too. (But how could they miss 'ain't like dusting crops boy!')

Despite this big plus, the fact remains - Super Star Wars is an average platform game dressed up with nice graphics and excellent sound. Compared to the likes of Super G 'n' G and Castlevania IV, SSW is rather sad. Graphics and Sound maketh not a game.

Video - 90%
Audio - 94%
Playability - 75%
Lastability - 50%

Overall - 75%



STAR WARS

GAME BOY BY CAPCOM/NEB SOFT



David: Fifteen years (!) after it opened at cinemas, that Galaxy far far away reaches the Gameboy in monochrome

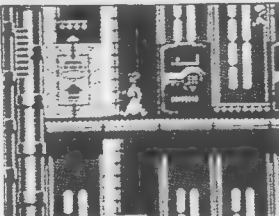
glory.

You begin the game on Tatooine as Luke, guide your land speeder around the desert, avoiding laser turrets and local creatures and enter caves to find R2D2, as well as your light sabre and Obi Wan. The speeder level is an overhead game with detailed graphics (and no blurring!), it's a shame you can't shoot the obstacles, as it's too easy to run onto them and lose valuable energy. The cave levels are large, but have little detail. They do have creatures that you must kill, or they follow you and keep hitting you until you die, some caves have end of level bosses as well. There is no set order to finish the level, in fact, you can find R2 and leave Ben and your Sabre behind if you want (but you won't last long!).

The next level has you dodging asteroids in the Millennium Falcon, so did you pick the shields up on Tatooine? Again, you can't fire and the graphics here are pretty poor with blurring blobs against a black background. At least it's over quick.

Then you are on the Death Star, and can press Select to bring up a 'casf' screen to choose a character to use. C3P0 can give you clues here as well. The idea of this level

is to find the princess and de-activate the tractor beam, but the hanger is a mass of doors, each leading to other corridors and it's easy to get lost (hint - make a map!). There are also Storm Troopers to deal with. The tractor beam is a mini level, where you must



● PRINCESS LEIA GOES OUT FOR A STROLL IN THE DEATH STAR.

climb up ladders to shoot it, while avoiding mobile lasers (hint - use Hans as his shots are more powerful here).

When (if) you find Leia, you escape into the trash compactor, and what's hiding in the water? Better whip out your lightsabre (I'll resist a puerile gamemaster type joke here), then it's more mazes and guards to get back to the Falcon and escape. All the Death Star graphics are good, but some are better than others with detailed backgrounds such as the Falcon on the hanger level.

You are attacked by Tie fighters on the way home, and must destroy them to continue (hooray!). As with the Asteroid level, graphics are pretty dull, but it's a lot more fun when you can shoot back! Finally, you must lead the

attack on the Death Star in an overhead battle down the narrow trench. Here, the screen blur is used to good effect to give a real impression of speed.

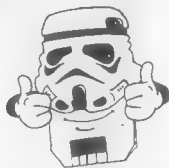
Sound varies from the good title screen music, complete with scrolling message and animated film intro., to some utterly dire and inappropriate warbles on the Tatooine level. A mixed bunch.

The game is huge (I had to use an Action Replay to get this review finished!) and it's also very tough! Not only do enemies take several hits, but they follow you relentlessly and have a nasty habit of appearing suddenly out of the floor. On the plus side, there is a lot of variety in them. Even the background can kill you. On the Jawa level for example, conveyor belts hurl you into pits if you don't jump in time (and we're talking split seconds here).

So, in conclusion, it's an excellent game, huge with some nice graphics and gameplay, just don't expect to finish it in a week (or three...) and you'll have a good time. May the force be with you - you'll need it!

Video - 90%
Audio - 70%
Playability - 75%
Lastability - 88%

Overall - 90%





RAPPIN'

Here's the good old letters page.. you know the formula. you write in to give your views, ask questions and so forth..

CD MEGA?

i. Who sings the music on the Mega-CD game "Funky Horror Band"? Could it possibly be the Studio River Kids?

ii. At the time you receive this letter which games are scheduled for Mega-CD release imminently in Japan.

iii. How much would a Mega-CD game be from Vastlight Investments Ltd (Hong Kong) who advertise in your fanzine? Also is the company reliable?

Thank you and keep up the good work!

Martin Ward, Rugby.

i. I believe it was thee "Funky Horror Band" that sings all the tracks on the game.. obvious really!

ii. At the time of writing this, the game that should be out that's worth getting is of course Final Fight CD.. a very accurate conversion of the Capcom coin-op beat'em up. Also check out Road Blaster FX which is suppose to be really good. Another game you should check out in the next few weeks... CD Sonic!! See news!

iii. We are not in constant contact with Vastlight of Hong Kong... the phone bill would be too high. However.. their prices are usually a few pounds more than the price goods are available direct from Japan. As the Mega-CD is available in Japan for £217 (RRP), you can expect to pay just over this. Reliable?... yes... although you must consider the possible inclusion of VAT and import duty.

DUO Qs

We are seriously considering getting a PC Engine DUO in the summer and hence would like to know just what this machine can do. Are there any external PAL boosters for this that give out a 60Hz output OR a proper colour composite video output so I can plug it through my video? Your advice on this matter would be greatly appreciated.

Also can you use American CD

games on the Japanese system?

You mentioned about a Music Tape in one of your issues.. where is it?

D&P Jamnadas, London

As far as I know, PAL machines only output 50Hz in whatever form to match the british TV scan rate, and you only get a black and white composite video output if running in 60hz. There might be someone who produces a 50Hz PAL colour composite video output device.. but I haven't seen any. You either should go for a 60Hz Scart machine or 50Hz PAL one!

Yes, US/Jap CDs with work on either systems.

As for the music tape... I did do one, but I didn't get time to remove the 'extra' bits that made the tape sound awful to listen. Maybe in the future...

32-Bitters

Is it true Sega, NEC, and Atari are all working on 32-bit games consoles? If so, what do you know about these new machines?

Leonard Davis Jnr., Manchester

Yes, Yes, and Yes. All the machines are a mystery as to the specific specifications apart from the fact that they will be 10 times better than the current 8/16-bitters of today. Atari's twin 32-bit Jaguar will be the first on the scene as it's expected to be launched in the Summer. The former two should be available late '93 or early '94. More on these when we get more info. Of the three, NEC's looks the best so far - capable of fast 3D polygons and morphing.

A1200?

I bet you're getting one of those new Amiga A1200. Lucky sod.

Darren Ash, Somerset.

At the moment, I don't have an A1200.. the machine is pretty good.. but my present system is better for me at the moment (40MHz) is a tad faster than 14MHz!), especially as arcade games on the Amiga are pretty poor (SFII is the pits!!), and have several game consoles...

The A1200 is like the Lynx at

the moment too... great but where's the software support?

SWAPZONE

(and other Classifieds)

● **Limited** number of Japanese Street Fighter Comics for sale. For more information. Send a stamped S.A.E. to: F. Anani, 49A Melrose Avenue. London. NW2 4LH.

● **Sega Megadrive**, runs all carts, with 6 top games. 2 joypads, an infra-red joystick and box. £200 ono. Ring Luke on (0422) 843970.

● **For sale:** MD game Phantasy Star II. £15. PC Engine games Ninja Spirit, Side Arms, Vigilante, Shinobi, P47, Doraman Dragon Spirit, Rock On, Psycho Chaser, Chase HQ- £10 each. R-Type, Image Fight, Super Star Soldier - £15 each. Lynx games Warbirds, Gauntlet 3, Blue Lighting, Rygar, Paperboy, Electrocop - £10 each. Gameboy games Nemesis 2, Battletoads £12 each. Turtles, Contra, Turrican, Dr. Mario, Faceball, Double Dragon, Revenge of the Gator (pinball), Super RC Pro Am - £10 each. Buy 2 or more games and I may well throw in a free one. Ring Dan on (0602) 202295.

● **Super Nintendo games for sale:** Super Smash TV (US), Super Tennis (UK). Sell for £25 each or swap for acceptable titles (official Pilotwings, etc.) Phone J. Webb on (0278) 783274. Ta.

HIGH SCORE

From next issue, we will have a High Score chart of all the major games, so if you think you've racked a score on a game that will be difficult to beat - then send it in. Please send actual SCORES.. and not just "so-and-so title completed." To kick off, here are some to get you going....

● AREA 88 (SF)

P Jamnadas - Completed - Gamer level. one life (Shin).

● SUPER DARIUS (PC-CD)

Dan (EB) - 5,635,300 - NORMAL

● GATE OF THUNDER (PC-SCD)

Dan (EB) - 2,841,900

● GRADIUS 3 (SF)

P. Jamnadas - 1.6million, from Easy.

● JAKI CRUSH (SF)

O. Lee (EB) - 46,420, 400

● LAST RESORT (NEO)

P. Jamnadas - 518,300 - MVS

● SPRIGGAN (PC-CD)

Dan (EB) - 10,854,000 - Normal game

O. Lee (EB) 413,480 - Challenge Mode

● SPRIGGAN MARK 2 (PC-SCD)

Dan (EB) - 645,940

STREETS OF RAGE 2

MEGADRIIVE BY SEGA - 16MEG



Dan: It's been a long time coming, but it's been well worth the wait. Streets of Rage II is easily the best scrolling beat-em-up on a console (in fact the only possi-

ble rival in the quality stakes is Captain Commando) and very possibly the best MD game yet. But before I pile on the super latives, perhaps I should describe the game a little.

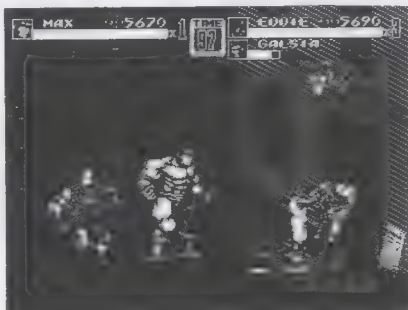
Streets of Rage II is very much a remake of it's predecessor. Most elements of the game are very much the same as the original game, but greatly enhanced.

The sprites are much larger and more detailed than the original, with great animation and nice attention to detail on facial expressions and so on. The backdrops are also improved, although one or two are still a little crude. Colour is used to good effect throughout, and the whole game has an arcade quality look that the original lacked.

Sound is absolutely brilliant, Yuzo has absolutely outdone himself this time, and produced easily the best MD music ever. (in fact there are only one or two SF games that surpass this sonically). The tunes are all very techno-ish dance music as in Streets of Rage, but the tempo varies much more, with the slow

mellow pieces being interspersed with fast paced scores. The piece on the first level is one of the best tunes I've heard in a long while, and the quality of the synthesis is incredibly good for a Mega Drive. Not only is the music astonishingly good, but the samples are also the best heard on the MD. The sample heard when you thump someone sounds very much like something you would expect to hear in a martial arts flick. This adds to the satisfaction of the gameplay immensely, and again, is amazing considering the usual standard of MD samples.

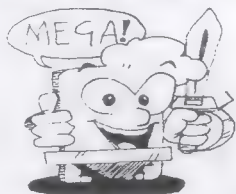
Gameplay-wise, Streets of Rage II is very similar to it's prequel, but



●SOR2'S TWO NEW RECITS - MAX AND SKATE..... MUSCLE POWER AND SPEED!!

once again vastly improved. The new special moves are brilliant, and incredibly effective. The control method is extremely good allowing the full range of moves to be performed with ease. One thing this game has over similar beat em ups is that the layers can easily string moves together to create mega effective combinations of his own. For example, with Axle it is possible to

ELECTRIC BRAIN



GAME OF THE MONTH

punch an adversary three times, instantly turn around and perform a back elbow-back fist, and then perform a double kick on the thug in front. The programmers have included lots of double and triple-hitting moves, which are great. They obviously know what us Street Fighter fans like. Another positive element of the game is the authentic martial arts elements, which fans and practitioners will appreciate. For example the Thai boxers move perfectly and perform very authentic round kicks, jumping knees, etc. Axel's jumping Savate kick is also very nice, as are the ninjas. I could go on listing the positive points of this game, but I think I should go on to the bad points.

Ermm... no, sorry. Not much wrong with this one. Actually, if I were to criticise this game I would say that the enemies' attacks don't do enough damage, thus making the game a little easier than it might have been. Still, as long as continues aren't used, the game provides a reasonable enough challenge (and the difficulty level can be upped significantly).

Even when the game is completed, there are three other characters to attempt the game with (and unlike Final Fight, the characters are very diverse in their attacks) and also a versus mode, so lasting interest is high.

Streets of Rage II is very possibly the best MD game available, and an essential



Cont. On Pg. 32.....

... Cont. from pg. 31.

purchase.

Video - 94%
Audio - 99%
Playability - 95%
Lastability - 92%

Overall - 96%



Onn: Well... what can I say about this game that Dan hasn't blabbed on about (doesn't he go on? and on?) ... It's Crap! No... only kidding! Street of Rage II is

definitely one of the best games on the Mega Drive. It's so good, that it's one game I would nominate to be put into an arcade coin-op, although it has to be made a tad more difficult.

Although similar to the original... the extra characters, moves, enemies, together with the brilliant parallax scrolling graphics and wonderful sound... makes this so much playable! It seems Sega has taken the best features of all the beat 'em up games and put them into *Street of Rage 2*... making it the best beat 'em up action adventure game around, apart from my fave... *Capcom's Captain Commando*. Although, if Sega added a few robots to get into, and a few more weapons like a grenade launcher or flame thrower, this could change my mind! Fault-wise... there aren't many... although I have to say, the graphics are sometimes too detailed, and clash a bit... especially the foreground parallax.

The only thing I can say is... If you own a Mega Drive then this is a must buy.

Video - 95%
Audio - 98%
Playability - 95%
Lastability - 93%

Overall - 95%

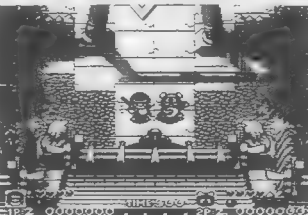
KIKI NINJA



Marc: If this was done by Konami, I'd swear it was 'Goeman II' and if I was Konami I'd sue the software house responsible!!!

Right from the first bars of the music and the graphic style, down to sound effects here and there, Kiki Ninja bears more than a passing resemblance to Goeman. This is a one or two player (simultaneous) game and there is nowhere near as much slow down as the ageing Konami game, which is a relief.

The game itself is just Goeman without the shops and interludes, ie just the running about killing people bits!! It's all a bit weird (in



● KIKI NINJA & RACCOON STARTS OFF ON THEIR JOURNEY!!!

the best Japanese traditions) as one of your characters is a bear-type animal (a raccoon... Ed.) who attacks people with his tail!

Graphics are quite nice, fairly detailed in places and with some bizarre enemy sprites (I particularly liked the guy with the massive head!).

Music is very oriental (again, like Goeman!) and quite pleasant. Difficulty is not selectable and is pretty hard. Two player is recommended to get a bit further, but no-one is going to complete this in a hurry.

Kiki Ninja is just one of those little games that turns up and is actually quite good. However, it's not exactly going to set the SF market alight....!

With all the big-name games recently, it's hard to see anyone going out of their way to buy this. Probably worth a look though.

SUPER FAMICOM BY MAT/UAH

Video - 80%
Audio - 80%
Playability - 82%
Lastability - 80%

Overall - 78%



Onn: Kiki Ninja is a conversion of Taito's coin-op game, which also appeared on the PC Engine a few years ago... and is very much like Konami's Goeman the Warrior. Having not played either of it's

previous versions, I can't say how it compares... apart from that, it's has to be one of the hardest games I've come across!! Graphically, the game's a master piece with excellent defined backdrops and sprites... all animated

extremely well. It also features fabulous effects like realistic shadows. Sound is also fab... with oriental tunes. The game itself is simple but great fun... apart from it been too hard!! Even in Easy mode... I could only reach stage four... the main trouble is everything requires tons of hits before they die! Controlling the characters are also a bit tricky! One trouble is, they move a bit slow at times, espe-

cially when you are facing a boss. There is a button which enables you to 'dash' but at the end of the dash, you fall over and unable to move for a second or so... leaving you open for attack.

All in all... Kiki Ninja is a nice little game, if only it was a bit easier, it would probably be worth buying as some of the later levels are very good.

Video - 90%
Audio - 85%
Playability - 80%
Lastability - 72%

Overall - 75%



BROOKES & LEE



Saint and Greevies. Smith and Jones, Anne and Nick, Lamont and Miss Whiplash, famous double acts..... now the console twosome Brookess (Writer for Super Play Magazine) and Lee (Editor of Electric Brain) talks on the industry....

Letter dated: Dec '92

Dear Dorn,

I hope you enjoyed being crushed at the Future Entertainment Show last month! I can't remember if you told me whether you went or not. The show was a massive success but it's true that there wasn't much on show for consoles that hadn't been seen before.

The highlight for most people was the fabulous enclosed bouncy air-filled maze that was about ten times more fun than Laser Quest. The guns were amazing - visible laser beams just like in Star Wars! Imagine ten people running around inside shooting madly and bouncing about all over the place and you might just get some idea of how much fun this was - especially with a few tasty Nintendo PR girls to land on.

Well, that's enough of that I think (Ahem). To change the subject slightly, we're now on issue 4 of Super Play - how time flies eh? Our Games Master magazine is on sale at the beginning of December including 2 pages of Dominick Diamond's own attempts to convince people that he really does know about games (snigger), subtly titled 'Dominick's Big Purple Column'... I kid you not. I think Dorn wasn't sufficiently convinced that 'column' by itself would have got the message across.... As for the magazine it's the biggest youth market launch of any type yet (350,000 print run) and a welcome return for the dying breed, the multi-format mag, but when is the UK going to get a multi-format console mag to rival EGM! Well there's a Euro version on the way next year - I'll keep you posted. By the way, I must say that EGM is brill for info and previews but it

really sucks as a read - horrible brochure-style writing that's about as amusing and entertaining as an Argos catalogue. EGM has info, but no personality!

On a final note, did you send E.B. to the fanzine competition in NMS or did Jazza conveniently remove it because it showed up his own sad collection of mags? Yep he's a hopeless tosser of the first degree I'm sure you'll agree. (Incidentally, Matt my editor thought your 'let's lay into Jazza' bit in one of Dave Rawcliffe's Console Crazy fanzines was quite funny!). Anyhow must dash, I've got games to review. It's a hard life isn't it?

Until next month... bye!

Jason

Ye Jason,

Yes, us lot in the north did attend the 'how-many-people-can-you-cram-inside-Earl-Court-without-committing-suicide' Show. (see center page on the Show report last issue)

Unfortunately, we didn't see you there... how we missed a skinny git like you is beyond us... or were you disguised as a big Heltter Skelter? I did ask if you were at the show at the Future Stand, but none of the 'staff' there knew you... do you really work for Future? Or are you really an EMAP spy?

We unfortunately missed the bouncy air-filled maze! Where was it? This certainly sounds fun... maybe you can arrange it next year too, but restrict it to nine PR girls (*preferably in swimwear*) and one member of the public... also, forget the laser guns, a feather duster will do nicely!

It's spooky, that you are doing issue 4 of Super Play already... as I'm doing issue 32 of Electric Brain... how time flies... it seems only yesterday that I was working on issue 32... and amazingly I was! Uncanny eh?

Wow!! I can't wait to get the new Games Master magazine when it's launched... and read all about Mr. Domprick... erm... oops. this Amstrad Notepad has a mind of it's own... Dominick Diamond... NOT! Dom is such a twat isn't he? I

wonder how he got the job? It sure must be his commentating skills as it sure wasn't his game-host skills! If David Coleman suddenly keeled over... Mr. Diamond is well in. Have you noticed that he has an uncanny resemblance to John Leslie of Blue Peter? Without those glasses... without that suit... without that awful accent... well... erm... without all, I suppose he could look like Bernard Manning too!

I'm quite amazed how Games Master (the TV show) is so popular when basically all it shows are people competing each other on video games especially as most of them have no idea how to play them... and the 'Consultation' bit is so useless... every tip or cheat has been printed in one magazine or another... are these kids potatoe? However, I have to say, the reviewer are a darn sight better than Bad (in squeaky girly voice) "This game is beautiful - I love this game - I definitely buy this even if it cost £60, because I have a swiss bank account" Influence. I also don't have to wipe the screen each time Violet Berlin speaks!

Plus... Hands up who actually saw 3D when GM did their 3D programme? No one I know did!

Incidentally, what are Future going to do with all those thousands of unsold GM magazines?

EGM... I must agree with you there... great magazine (*good pictures to nick!*)... but 95% of it is generally specification of what the games WILL BE like, and not what they are really like. More Hype less Fact. I do like the american adverts however... some are quite good, and some are so terrible that they are good! Yes. I heard about a European EGM... it's called Electric Brain... only £1... available from....

I have sent a few copies of E.B. to N.M.S. so keep an eye out if they actually print it or not!

I'm glad Matt liked my letter in 'CC', maybe in the future, we'll release a 'SLAG JAZZA ISSUE'... or a WARNING to Super Play, if you come down to Mean Machine level... we'll have to take action! Then again... Hmmm... Super Play isn't that good is it?... that Jason Brookess is a right....

Dorn

AIR ZONK

PC ENGINE/TURBO GRAFX-16 BY HUDSON



David: Everyone's favorite baldey is back, but this time he's not alone. In the future, a cyborg version of the prehistoric headbutter must fight through five levels.

each with a different theme and defeat the bosses at the end of each level, as well as a mid-level boss and the usual (and very unusual) cannon-fodder. In a radical change, *Air Zonk* isn't a platform game, but an all-out shoot them up, with Bonk flying over the detailed backgrounds, fighting the wierd nasties such as dumper trucks and killer lampposts!


Some enemies drop the usual bonus point smiley faces, while others will leave power ups that change your form or give you cyber attachments such as firing a wide arc of playing cards or throwing false teeth. Serious, this isn't.

At the beginning of the game, apart from changing the difficulty (each level cuts down your lives), you can also choose whether to take a friend along to help or not, and can choose from a strange bunch of allies which

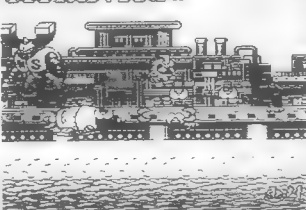
includes a cow, a living nuclear missile or a bubblegum machine. These extras, actually computer controlled drones, rather like R-Type's Force shield don't start with you. When you pick up a large

smiley face, they appear alongside you, firing away, but if you get another one, Bonk will actually combine with them and take control (and you haven't lived until you've see a Bonk-cow!).

This is a gem of a game. The graphics are really colourful and surprisingly detailed (the parallax backgrounds of the city on level one are particularly good), and everything moves at a blinding pace. In fact some are too detailed and colourful for their own good, and when they suddenly speed up the blur of



● AIR ZONK FLYS OVER THE



colour can be quite psychedelic (man). This isn't too bad at the end of level, but when it's going on while fighting a large boss whose also firing at you, it's a real job concentrating.

Everything in the game is cute. Even the bosses hide a nasty surprise behind their sugary exterior, and the designers obviously had a lot of fun creating the wierd enemies (although some are lif-

ted from the original games). The music is upbeat and funky (and play it through a stereo to hear some sampled chanting and shouting from the programmers in the background!), but effects are basic, but noisy. However, the game does have one major fault—unlimited con-

SKULLJAGGER: REVOLT OF THE WESTICANS

SUPER FAMICOM BY AMERICAN SOFTWARES CORP.



Onn: Skuljagger is suppose to be one excellent game from the blurb I read in a certain american magazine... but then again, this is an american game...

Well, what we

have here is a another arcade platform adventure game.. and an awful one at that! The most off-putting thing are the graphics which are extremely basic with terrible animation. The collision detection is poor too and the layout of the platforms are rather ridiculous... one of those games that you

sometimes
have to leap
into open
space and
hope for the
best!

This is
our
hero!
(wow)

...and this is Skul-Jagger himself! Notice the big mouth: a relation to Mick Jagger



GREEN GEM
(AMAZING EH?)

YOUR SWORD!!!
(GREAT!!!)

enables him to fire grenades, red enables him to blow a large bubble so he can float upwards, green - a smart bomb bubble and pink, puts you in a bubble where you can bounce around unharmed.

However, what the games boils down to is a poor platform game with no real surprises... just jump the gaps, climb the ladders, collect the objects, hack anything that moves with your sword, and locate those hidden levels. I've been told the game is real easy to complete... I haven't actually finished it, as I just couldn't stand playing the game after a couple of levels for fear of falling asleep.

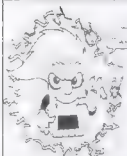
Considering how many other better games there are for the SF, there's no reason to buy this game!

Video - 50%
Audio - 50%
Playability - 55%
Lastability - 50%

Overall - 52%

SUPER R.C. PRO AM

MEGADIVE BY TRADEWEST



Dan: Super R.C. Pro Am on the Game Boy was a great laugh, especially with two or more players. Although it was a simple game, it had a great feel to the

control method, and the weapons add greatly to the appeal.

The conversion to the M.D. is well done. The graphics are basic but functional, the SFX are suitable and the music is nice. The gameplay itself is the same fun race 'n' destroy action as the GB and NES versions, the handling of the car is great (very 'skiddy') and this helps a lot.

So after a couple of games on R.C. Pro Am, I thought to myself, "Yeah, just like the GB version, should be great on two player mode." But then a thought occurred to me. What two player mode? Can you believe it? NO TWO PLAYER MODE! The Lee Scum Dickhead of the month award goes to whoever decided that the MD version of this game should be one player only. A two player option might have transformed this from a game only worth playing two or three times into a brilliant two player racing game. The lack of a two player option makes R.C. Pro Am a waste of money. (Even if it is at a so called 'budget' price.)

A wasted opportunity.

Video - 50%
Audio - 70%
Playability - 75%
Lastability - 35%

Overall - 60%



BEAST 2

MEGADIVE BY E.A.



Onn: The original Shadow of the Beast was a pretty good game.. it was certainly an eye opener when it was first released on the Amiga.. the multi-parallax scrolling

was just amazing. However, Beast II on the Amiga was a real disappointment featuring pretty bland graphics with just about acceptable animation, and this also was the same for the sound in both the music and sound effects department.

The game is a mixture of arcade platform action with puzzle elements.

The action is rather poor with the usual constant attacking enemies to fend off which is very annoying... and the puzzles are very tricky... most very obscure!! Generally, what we have is a very average game, and the worst of the three Beast games (Beast III on the Amiga is

pretty good but too easy... we completed it within a day!.. so hopefully E.A. won't convert it), and I really can't recommend this.

Stick with Gods, which is a lot better!

Video - 70%
Audio - 65%
Playability - 55%
Lastability - 40%

Overall - 55%



MINER 2049er

GAMEBOY BY MINDSCAPE



Onn: This has got to be one of the oldest games around.. and a real classic too! If you haven't heard of this, then you must be a fairly young person indeed! Miner is a platform game... in fact, one of the first console platform games (on the Atari VCS), and the objective is real simple. You play Bounty Bob.. and on each stage are a number of connecting platforms. Your objective is to walk along each part of the platforms thus changing their colours. Doing so will enable you to access the next stage.

However, this is not as easy as it sounds, as getting to some platforms require a lot of skill and brains... from jumping gaps, taking elevators, riding on slides and also teleports. Worst - there are nasty creatures in the mines to avoid... hit one of these, and you're a goner. Luckily, there are a number of mining items scattered around the platforms, which if you collect, send the nasties flashing so you can dispose of them when touched. There's also a time limit too!

The original VCS game had very dire graphics... although at the time was pretty good, I suppose! This is a slight improvement but still not that brilliant. I think Miner 2049er is a fairly good platform game and very challenging even if there are only a handful of stages. However, there's not much in the game to want you to continually play it again and again. Worth a look, but I wished they converted the sequel instead!

Video - 70%
Audio - 60%
Playability - 65%
Lastability - 30%

Overall - 55%

TMNT: THE HYPERSTONE HEIST

MEGA DRIVE BY KONAMI

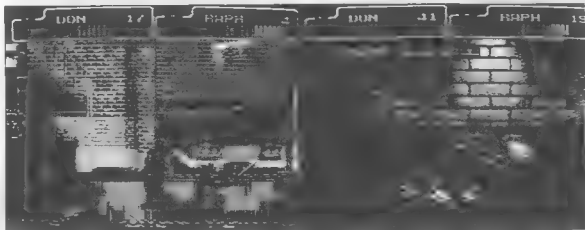


Dan: Yes! Konami, the world's finest software producers have finally started producing MD games, and this first one is a good effort.

The game is basically an adaption of the SF game: A Final Fight style scrolling beat-em-up (though the characters have nearly twice as many moves as in FF.) I use the word adaption because, as usual Konami have made this version a little different. Several of the backdrops and bosses have been altered and the mode 7 chuck-the-baddy-out-of-the-screen move has been dropped, other than this, the game is the same. No, hold on a second. The F-Zero type level's gone too. And the two player VS game. And the time trial. And the... okay, lets just say the game is very similar.

MD turtles is well converted from the SF version. The graphics are very similar, but not perfect: some of the

backdrops are a little crude, and the sprites sometimes move a little stiltedly. The game is (obviously) less colourful, and the samples are a little rough. The music is not



quite up to the usual Konami standards. Though the same groovy tunes as the SF version are here, the music's not as well synthesized as it might have been.

The gameplay is the same fun (but easy) beat-em-up action as on the SF. The game is great fun (espe-

cially with two players) for a while, but is a little low on the lastability stakes.

TMNT: The Hyperstone Heist is a good first MD release from Konami. Though it's not quite up to their usual standards you can be assured that they will fairly quickly achieve the position of unequalled technical excellence they have achieved on all the other machines.

Video - 90%
Audio - 89%
Playability - 90%
Lastability - 70%

Overall - 85%

KONAMI

SUNSET RIDERS

MEGA DRIVE BY KONAMI



Dan: The world's greatest software house are back again with their second MD release, an adaption of their wild west coin-op. I use the term adaption (again) this is

not a straight conversion of the coin-op. (I sure wish more companies would adopt Konami's approach in this way. It makes different versions of the same game much more worthwhile.)

In this version, only Billy and Cormano are available, the other two geezers having been left out. The levels have been redesigned, and some (including the train level, unfortunately) have been left out, and this

version only has four levels of two stages each. The other notable dif-

ferences are the inclusion of a horse riding bonus stage, and the fact that the enemy bullets move much faster. An interesting two player vs game has also been included. Visually, Sunset Riders is a little crude, the graphics being somewhat less detailed. Colour is also not brilliantly used, though the animation is fine. The slightly lacking graphics are made

up for by the excellent music, which sound very similar to the coin-op, and is extremely listenable.

Sunset Riders is a good game. It's great gameplay and lovely music somewhat offsets by the lack of levels. Four levels simply isn't enough to provide a real challenge.

These faults aside, Sunset Riders is still very good and is worth purchasing if you don't mind buying a game which might not last long.

Video - 70%
Audio - 92%
Playability - 91%
Lastability - 72%

Overall - 90%



TINY TOONS ADVENTURE

SUPER FAMICOM BY KONAMI - SUPPLIED BY MEGAWARE



Marc: Of all the developers working on the SF at the moment really only 3 are producing constantly decent quality games: Nintendo themselves, Capcom and Konami.

So it's no real surprise that Tiny Toons oozes quality and fresh ideas, putting virtually all the games over the last 3 months to shame.

The game starts with some wonderful sampled cartoon-theme music together with the familiar logo and all the Tiny Toons characters. From here you can fiddle with a few options (difficulty, music etc. as usual), enter a password or start the game. Passwords are a bit bizarre - you never actually seem to get any during a game, but a tip is to play around with the password entry as you can usually find a combination that lets you see a later level!!!

Tiny Toons is essentially a platform game with loads of extras that make it quite a bit different to the usual fodder.

The main character is the baby Bugs Bunny and he has the ability to run fast (for short spells only) and run up walls. This becomes a major part of the game almost right from the start.

Graphics are excellent throughout with some great mode 7 on the later levels being used to superb effect. Sprites are large for this type of game and they all look just like their cartoon counterparts.

It's the new ideas that make this something special. On the first level you have to run up the side of a bookcase, jumping from there across to another one to dodge the bad guys who pop out. Later on you have to jump over a skipping rope ten times to complete a level, play a game of American football (by running at least ten yards with each play) and travel up on a large balloon. Nice!

Speed is impressive, with little or no slow down in evidence.

The music is top-notch with samples used to give the tunes an unusual clarity for computerised stuff. There's some superb piano tunes that really stand out, and the main score is used on several

levels, but 'remixed' to suit the scenery. Sound effects are o.k but get eclipsed by the music for most of the time.

After each level there's a Wheel of Fortune style game where you choose which bonus game you play. There's a different game for each character but unfortunately only 1 or 2 are actually any good! The majority of these are beautifully presented but absolutely pointless, just involving the player tapping the button to see what happens next, the result being



● IS IT A BIRD? IS IT A PLANE? NO... IT'S A BLUE BUNNY RABBIT!! MUST STOP DRINKING THAT MINERAL WATER!

total luck. It would have been nice to see them all being properly playable as the non-playable ones become a real pain and you find yourself tapping as quickly as possible to get through them.

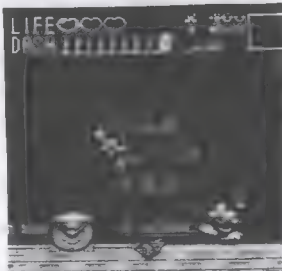
The game itself is a really nice platform-type romp, although mainly addictive simply to see more of the excellent graphics (they get better and better the further you get). The sprinkling of original ideas also freshen this up no end.

In terms of long lasting appeal, I do have my doubts....there's this niggling feeling that quite a few people will complete this far too soon and then throw it to one side.

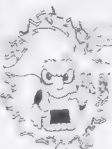
The overall quality of this game is very, very high and this is well worth checking out, but like Mickey Mouse on the SF, you might just tire of it far too soon to warrant the asking price.

Video - 91%
Audio - 92%
Playability - 88%
Lastability - 80%

Overall - 89%



● BUSTER MUST RUN UP THAT BOOK CASE... BUT THAT RAT IS IN THE WAY... HMMM...



Dan: Another winner from Konami! While Tiny Toons doesn't seem particularly brilliant at first, persevering with this game reveals one of the greatest platform games on the SF. As usual for a Konami

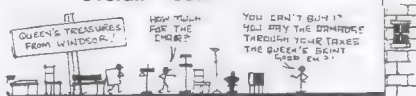
game, the level design and variety is brilliant. Highlights include: A strange skipping bit (!), a fast scrolling train (which enters a tunnel, leaving you to go over the mountain and hopefully land on the train on the other side!), a spooky ghost castle (with brilliant Castlevania-style music and some great stained glass windows!), an American Football level (in which you must score a touchdown to complete the level), a great mode 7 zeppelin to ride on and plenty more!

Apart from the great levels and fun gameplay, the game has all the usual Konami traits; Excellent graphics: nicely drawn, beautifully coloured and full of character; Brilliant sound: great SFX and superb music (the Ghost castle and balloon level pieces are amongst my favorite tunes on the SF), and of course brilliant presentation (there are five wacky bonus games, a nice password system and a pretty good ending!).

I could go on to mention the great mode 7 effects, the cool space level, etc. but why bother? As always with Konami, this game is an essential buy. So buy it!

Video - 93%
Audio - 95%
Playability - 93%
Lastability - 90%

Overall - 93%



ASPARAGUS TIPS

Air Zonk (PC Engine)

If you press buttons I+II+Select, you'll enter the sound test mode!

Also on the configuration screen, move down to the middle option then press Right on pad with Select and when you start, you get something special.

Battle Clash (Super Famicom)

Battle Clash is a bit easy, so how about changing the difficulty level? On the title screen - Press L button and Select together. When you adjust your aim, and choose your options (with the scope), difficulty level select appears!

Bomberman '93 (PC Engine)

Okay, we haven't reviewed this game yet... see next issue (it arrived a bit late) but if you already have the game.. here some tips: Like the original, if you can reveal the exit in the one player game last, you will make a flower appear for 500 points.

If you blow up up the exit, and then kill off all the baddies it releases, you'll reveal a birdy for 2,000 points.

Fire Pro Wrestling 3 (PC Engine)

Here are some silly codes for this wrestling game if you are silly enough to have bought it: FPRO3WOMAN for a female FPRO3SENSEI for some different tag teams

Gradius II (PC Engine-CD)

Well, as expected, the standard Konami cheat works on this game too. Pause the game, press Up, Up, Down, Down, Left, Right, Left, Right, II, I, unpause for full weapons!

Also if you find the game too easy, on the 'Press Run Button' screen when you turn on, hold Up + I + II together, then press Run to load in the game... and when you go to the option screen, you can select AC Mode game level.

Image Fight II (PC Engine-CD)

If you buggered up your percent-

age of the first few levels and didn't make the Border 90%... on the next stage, pause then press Left, II, Up, II, Right, II, and when you unpause, you'll be invincible!

Kirby's Dream Land (Gameboy)

There is an Extra game in Kirby's... on the title screen, press UP, Select and A together.

Krusty's Super Funhouse (Super Famicom)

If you've watched the movie 'Wargames', you'll know that the computer in the film is called Joshua... and if you enter JOSHUA as the password including a space in front and after the name... Krusty will laugh and you can enter any door!! Also if you press L + R together, you can top up your pie too!!

Motorroader MC (PC Engine-CD)

If anyone has this game (please let us know!!), then on the main selection screen (Race, Time Attack.. etc.), when you are playing with 2-5 people, press Select five times for BatRoader!

Out of this World (Super Famicom)

This is fairly tough, so here a some codes for the game:

FXLC - Level 1
KLFB - Level 2
DDR - Level 3
HRTB - Level 4
BRTD - Level 5
TFBB - Level 6
TXHF - Level 7
CKJL - Level 8
LFCK - Level 9

Sonic 2 (Mega Drive)

Like the original game, if you complete a level in under 29 seconds, you gain a 5000 points time bonus.

If you want to play any stage you want instead of starting from the beginning... do the following. Go to the option screen and move down to the sound test and play the following

tunes in order: 19, 65, 9, 17. Then reset the machine and when the title screen appears, hold down button A and press Start... Stage Select!!

To get all the gems so that each time you collect 50 rings you'll become Super Sonic... On the Stage Select screen, move down to the sound test and play the following tunes: 4, 1, 2, 6. Then select which level you want and when you collect 50 rings... Dadada!!

For something weird and crazy, on the Stage select screen, play the following tunes in order: 1, 9, 9, 2, 1, 1, 2, 4. Then when you select a stage to start.. pressing - button B will turn Sonic into a Ring where you can move all over the place; button C will let you place rings all over the place if you are a ring (so you or tails can collect), and button A will turn Sonic into other objects!

Sonic Blastman (Super Famicom)

The game's not that brilliant, but if you want to just play the punching bonus rounds.. do the following! On the option mode, move down to the music select and select 10 HIT. Next hold down Select button and press L, R, R, L and then Start, and you can play the Hit bonus levels.

Super Double Dragon (Super Famicom)

If you're like me, who can get right to the end... only to die.. then extra continues should be handy! Start game in Two player Mode A. Play until there's only one credit left for each player. When you're asked if you wish to continue, both should press start simultaneously!! Now when you lose all your lives.. you'll notice you'll have 7 continues now! You can repeat above if you need more continues!!

Super H.Q. (Mega Drive)

If you five credits instead of three, then on the title screen, hold down Down, and press C, A, A, B, A, A, C, A, A, and when you enter the option screen, you can select 5 credits.

Super Mario Kart (Super Famicom)

Can't get to the Special Cup... but

want a go at the tracks, then you should select one or two players, and enter the time trial and move cursor to Mushroom Cup. Then press L, R, L, R, L, L, R, R, and A.

As you know, if you play the time trial, you can replay your driving after, by selecting the Action Replay option (bottom of the list on the Japanese version). Well, if you haven't hit a pipe, you can also press the L and R buttons to rotate the track during the replay!

If you think you are the best Mario Kart driver, then how about racing as a shrunk character? Hold button Y down, and then press button A on the character selection screen... where you'll shrink!!

Super Star Wars (Super Famicom)

Although this is a rather easy

game to complete, if you are finding it too difficult - on the Land of the Sand People, drop down the second set of platforms, go left into cave, then shoot the ceiling for a lot of lives! You can repeat for a max. of 99.

Super Mario Land 2 (Gameboy)

Okay, the best game on the Gameboy... shame it's too easy, but here are some cheats for jumping to certain levels.

On the title screen either:

- i) Hold Up, Select and Start.
- ii) Hold Up, A, Select and Start.
- iii) Hold Up, B, Select and Start OR
- iv) Hold Up, A, B, Select, and Start.

Unfortunately you start with absolutely no extra men... well... you shouldn't be such a cheat should you!!

Terra Cresta II (PC Engine)

If you are having trouble with this game, pause, and then press Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, II, I... and when you unpause, you will have maximum power!

Time Gal (Mega-CD)

Try completing the game in Hard mode, and you will see Time Gal reveal all... well... almost!!

Thunderforce 4 (Mega Drive)

Well... if you are rather short on lives on this game... then try changing your Stock on the option screen to '0'... and when you play, you have a little more than zero!

REVIEW

Cacoma Knight

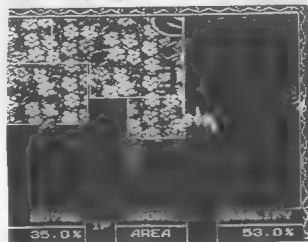
Super Famicom By Data M - Supplied By Megaware



Marc: This is one of those Japanese games that just turns up unexpectedly making you wonder what it is, then greatly disappointing you when it's some re-hash or an unplayable RPG.

Well, since this isn't an RPG, guess what? Yep! It's a recycled old game, in this case that old fave Qix.

Qix, to refresh the memory is that silly little game where you have to move a spaceship around the screen, filling in sections as you go by enclosing them with a line that you drag behind you. Various versions have been done over the years, varying from ones with just plain coloured in boxes to rude ones (ooh er!) (Where can I get a copy of that, Marc? Ed) and ones like Cacoma Knight with inane pictures being created as you go.



Graphics and sound are simplistic (although the Anime-style intro's nice) and the gameplay is addictive for 5-10 minutes and then it all becomes a bit tedious. The whole Qix game

concept is showing it's age these days, and with no real attempt made to bring it much up to date. Cacoma Knight is just another game to throw into the 'Average - knock out for 15 quid at a car boot sale' pile! Don't bother.

Video - 60%
Audio - 62%
Playability - 75%
Lastability - 50%

Overall - 60%



Onn: Cacoma Knight sounds like a Role Play Game... but what it comes down to is a version of the painter game... Qix/Volfied. You know the type... you control a little blob at the edge of the screen, and must draw lines to section off a certain percentage of the screen while avoid the nasty characters that inhabit the area. Chests are situated in the screen, and if you can surround them gains you

extras like shields, time stop, and so on. This sort of game was brilliant a few years back, but now it's very boring and as much fun as decorating your own bedroom. The graphics and sound are pretty average... but spending around £45 for this is definitely a No No...

Video - 65%
Audio - 70%
Playability - 40%
Lastability - 30%

Overall - 35%

DARK AND SEEDY

We start a new feature this issue on Arcade coin-ops. Although we didn't intend to do a coin-op page, as this is a 'home' games console fanzine.. as more and more games are converted from the dosh eaters to consoles, it seemed a good idea. As Nottingham is the pits for coin-ops... we had to contact the special international coin-op professionals on the job - the brothers - Jannadas.. also known as ARM and ARC... the A.A.

They searched high and low for the arcade with the newest games.. and Electrocoin (near Goodge St. tube station in London) was the place.. first with SFII Championship Edition and also the Turbo one.

Before I let the twosome gives you the lowdown on the latest games (Note: this was done in November '92) I must point out that the AA team are hardcore shoot 'em up fans, and not particularly into beat 'em ups like SFII... so their opinions won't be correct for most people!!

R-TYPE LEO - Irem

This is a major departure from R-Type and R-Type 2, it's a simultaneous two player horizontal scrolling shoot'em up with no force! Yep, the force has been replaced by two side bits, very much like the pods in R-Type which can take out enemy fire. When you hold down the fire button you can release the pods which home into the nearest enemies and is quite powerful. The length of time the pods can home is determined by a power gauge at the bottom of the screen which is replenished after a while of not using them. There is a choice of three main fire powers, of which only one is worth using. The green pod gives you short green homing lasers which are rather weak and crap. The blue pod gives you a really dreadful bouncing three way fire. The only decent weapon is the red pod which gives a sort of upgraded helix, this is very powerful and looks nice. You also get two missiles which come out at slight angles above and below your ship which then home vertically and shoot forward when level to some-



LEFT: R-TYPE LEO IN ACTION ARMED WITH GREEN LASERS AGAINST AN ALIEN LOOKING LIKE IT CAME FROM THUNDERFORCE III

thing, but are weak.

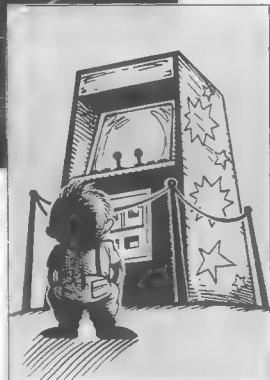
The graphics are very smooth and colourful, there is no slowdown which is unusual for an Irem game, it looks like their programmers are getting better. The game style is reminiscent of Zero Wing (Toaplan) but not as good. The game has 6 levels of which I got to the 4th on my first go, I did not know what I was doing. The game is too easy, the end-of-levels are pathetic. The game is only interesting on the last level which is much harder than the rest of the game.

This game is boring and has no atmosphere, like recent Irem shooters (Lethal Thunder and Mystic Riders). Irem have improved technically but their gameplay has suffered in the process. The one good thing about this game is the music which has some kicking beats. Overall this is a disappointing release from Irem.

Grid Seeker:Project Stormhammer by Taito

This is a vertically scrolling shoot 'em up with a choice of three different ships. A fast but weak power-rating fighter, a medium speed and medium power helicopter and a slow but powerful stealth bomber.

In addition to your normal forward firing bullets you have two rotatable pods (they are called grids) which



can take out enemy fire. The enemy waves come down fairly fast and fire a lot; the game quickly becomes messy. There is a power gauge at the bottom of the screen which is filled up by catching enemy fire, which when filled up gives you an extra bomb.

When certain enemies are shot they release one of three types of power-up icons - a 'P' - which increases your main spread fire, a 'H' - which causes the appearance of a helper ship (increasing your fire-power until it is blown up). Finally an icon which depending on its colour, changes your secondary fire-power and bomb type.

The graphics in this game are not particularly stunning, nor is the sound. Basically the game consists of waves coming down all over the screen. Overall the game is very boring with nothing special about it. The end of level guardians are easy and not particularly good.

Street Fighter II: Hyper Fighting by Capcom

This is getting ridiculous, how long will they make the title for the next SFII game?

This is basically an attempt by Capcom to cash in on the lucrative market of speeded up SF2 machines, by having their own official version with a few new things, as oppose to the long running pirate 'Black Belt' versions which were merely speeded up machines with no changes.

What can I say about this version? Apart from the fact that Dhal-sim can become invisible and reappear forward across the screen by various distances by performing a Dragon-punch move and pressing all three punch buttons together; Chun Li's new found abilities to do blue fireballs across the screen (Yoga Flame move); Blanka's vertical rolling ball (in addition to his horizontal one); and Honda's got a stupid move - he flies in the air really fast - up and across as a double hit move. Basically, doing a fireball at half the screen distance and he will hit you... there is no real difference from the speeded up versions, although faster than Champ. Edition but slower than 'Black Belt'.

Capcom also says 'discover the other secret moves' - a cynical attempt to make you play the game more - making you waste your money looking for secret moves which may be non-existent.

Oh, I forgot to mention, the computer has become more intelligent, no, let me rephrase that, the computer has become more cunning and sly and cheats even more outrageously than before. Once done, the computer seems to be unpin-nable generally, making it a bit more difficult to try combinations on the prone opponent. Also the computer is more attacking and Zangief does some very unamusing super-long range screw pile drivers - at ranges beyond what human human players are capable of. This game is fairly boring as it does not really offer anything new, and is just an attempt by Capcom to make money on the craze of fast versions so all the crazy fools who live, eat, sleep, sh't SF2 can be in video heaven.

●RIGHT: STREET FIGHTER II:HYPER FIGHTING: HERE CHUN LI THROWS A FIREBALL WHILE BLANKA ROLLS UPWARDS!



DOGAUN BY TOAPLAN

This is a new vertical scrolling shooter from Toaplan set in futuristic times. The game has 10 levels of blasting action complemented by some excellent soundtracks which really add atmosphere to the game. You control a ship which starts out with a forward firing blue laser, which is overall the most powerful weapon in the game. Other weapons are collected by picking up the pulsating pods which change colour every few seconds. Red gives two red homing lasers and is the best generally throughout a level, though not necessarily for the guardians. Green is a very weak and virtually useless twin laser which is fixed at either side of your ship and extends vertically. Purple gives two very long purple homing lasers nearly the length of the screen. Two types of pods may also be collected, one gives a bomb which can be used once at will, or will automatically explode if you are hit, thus effectively acting as a shield. Only one bomb may be carried at any one time. Alternatively, you may pick up a second type of pod which gives you two satellite pods - one on either side of you (rather like Truxton by Toaplan) which can take out most enemy fire. Also when using the blue laser these pods also fire thin blue lasers, effectively increasing the spread and thus usefulness of the weapon. Further more, using these pods with any weapon allows you to move at a very

●BELOW: YOUR SHIP WITH THE PURPLE HOMING BENDY LASERS! COOL LOOKING!!



fast speed whilst holding down the bomb button.

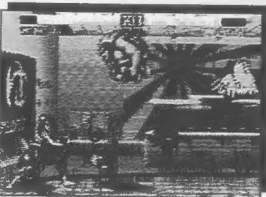
This game is very well accomplished in all its technical aspects - graphics, sound smoothness and execution. The end of level guardians are really huge and move around very smoothly and some are very busy with no slow down. The

third level is an excellent level which has you mainly collecting nearly two hundred 5000 bonus point icons through some fast scrolling. This is a fun stage to watch in doubles, where both players are good & greedy! Some of the guardians have some neat original touches which is nice, though I can't see why the end of the 9th level should take so much damage - it takes 2-3

minutes to kill with constant shooting. The last level is really quite good as after about 30 seconds you are given a power-up which turns you into an invincible robot which has some hypnotically smooth animation. With this robot, you proceed with impunity to

smash the smash ships and smash up two other large robots in a good-old fashion fist fight whilst continually scrolling up to the end of the level, where you lose your robot and return to your ship against the end of game.

This game would have been brilliant if it were not for one major disappointment - the fire-rates with the red homing laser is just far too slow and is a nuisance when you have several enemy homing missiles which escape through the gap in your fire-rate. Also after a few goes you become used to some of the neat graphical touches and attention to detail, and the game becomes a bit boring. Having said that, I liked it very much for the first two days, in which I clocked it (what did you expect - it's a Toaplan shooter and they make the best shooters around). There is also a two player mode where you can join your partners ship onto yours and vice versa, to create a slight larger ship with double the fire-power. This is very useful to avoid confusion on some of the end-of-level guardians, and results in some mega fire power. The ship responsiveness is excellent as the ship is able to do some good squeezes and niffly dodging in both singles and doubles.



THE CURSE OF STRIDER

By Döe.

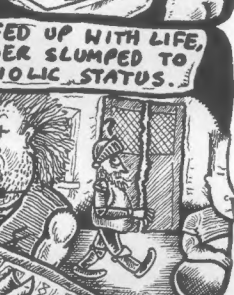
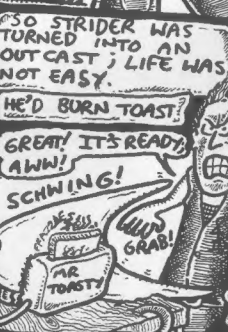
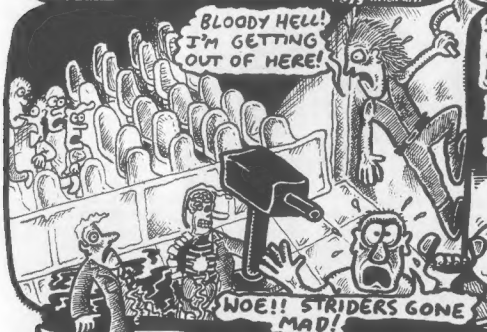
ARRGGH!
YOU BUM BAG!

HEE! I'VE JUST
SAVED THE WORLD!

FROM THE MASTER!
WHO'S AN EVIL
GO TOSSE!

AFTER STRIDER SAVED THE KNOWN WORLD
HE WAS COMMEMDED AT A GREAT
PRESENTATION IN HIS HONOUR...

STRIDER, IT GIVES ME GREAT PLEASURE
TO PRESENT YOU WITH THIS MEDALURP!



DOUBLE
SCHWING!

BOTH CAPCOM CHAPPIES!
SHAKING HANDS
COULD BE A
MISTAKE
THOUGH!

NEXT MONTH: BLANKA IN
NEW YORK!

Compact Discs

MEDIA

Well, it had to happen didn't it. Yuzo Koshino have released the Music CD of Bare Knuckle II... cost ¥2000. (E9). Considering the game's music is brilliant... this should not be missed if you're into game music. The CD contains 20 tracks in total, although strangely, the title is actually called BARE NUCKLE II... with out the 'K'.

Some time ago, I mentioned that Konami had released Medi Power - a music CD featuring a collection of tracks from their games on the X68000 computer. Well, that was Volume 1, and now they have released Vol. 2. Again features music from games on the X68000 by the company, including Gradius, Salamander, and A-JAX. Cost ¥2900.

For all Konami music fans (they include us!), Konami have released Konami All Stars 1993. And this costs ¥2950... approx. £27. This is rather expensive you might think, but it actually includes three CDs featuring the best stuff from the company!

A little more expensive at ¥9980 (£230) is Falcom Special Box '93... this box set features four CDs featuring music from their forthcoming games... including Ys IV, plus titles soon to hit the PC Engine and Mega Drive.

After the release of Assault Suit Valken, BMJ releases the music CD featuring music from the excellent shoot 'em up game from NEC. As well as the tunes from the Super Famicom game, it also features a number of new tracks. Cost ¥2500 (£11).

Hudson have released a music CD called Hudson Game Music Best. The CD contains music from some of Hudson best games... Adventure Island, Peach Boy Legend, Bomber Man and Par East of Eden, and will retail for ¥3900 (£13).

Nec Avenue, still haven't released Super Darius II for the engine yet, but have released the Music CD taken from the actual game. It comes under the PC Engine World label and cost ¥2990 (£12).

And to all Street Fighter II fans... a new Music CD has been produced based on the hit fighting game, although the CD contains more actual songs sung by a number of Japanese singers. Available for ¥3000.

Video/Laser Discs

All you people who have played the Neo Geo game - 8-Man might have known that the game was actually based on a comic called non-the-oth 8-Man. Well, 8-Man the movie has just been released in Japan on video. So if you've got a video recorder than can playback NTSC, you can check this out.

While you're at it, Y's... the Anime video is also available. The latest one is based on the second story, Y's II and comes in various parts. Part 1 is now available, with part two available in March. It's also available on Laser disc for all you lucky stars.

After the successful Down Load games from NEC Avenue for the PC Engine, the Anime version is now available on Laser Disc for ¥9000 (£205). As you might expect, the cartoon movie is based on the game.

MISC

Anyone who watch Tomorrow's World when they did a feature on Japan might have seen a real little robot that was very similar to the ED-209... the machine from the Robocop movies. Well, the little robot called the TMR-002 Robot is radio controlled, and will set you back around £118 if you wanted to own one!

QSound

Stereo sound is now available on all the major systems including the hand helds... but recently, there have been interests in Surround Sound... and something called QSound.

The trouble with Surround Sound is, you require a lot of equipment to use it. And who in their right mind with already a TV/Monitor plus other stereo equipment would go and splash out on a surround sound system?

QSound however is much more

clever, as no additional equipment is required to listen to this 3D sound. What is it? Well, the binary sound people of the QSound Company can place sound

outside the normal stereo field to give a three-dimensional environment, which can be played back on any two channel stereo system. Sound is sent to your speakers, but certain sounds 'fool the brain so that it sounds like it's coming from somewhere else! The QSound Team can 'place' sound in any position around the listener with the system. Best of all, you can listen to QSound on your hi-fi, Stereo TV, radio... etc., and even your Walkman, in fact a number of records have already used QSound including Madonna's 'The Immaculate Collection', and hit movie 'Robin Hood Prince of Thieves'. And of course there's video games!

One of the first video game companies to use the QSound system is Capcom. Their game, another sequel, Dynasty Wars II as you can guess is very much like the original. Set in ancient China, one to three people can go round killing the enemy army of archers, swordsmen, and so on... not forgetting the horses! With the QSound System, when people attack the team from behind you'll hear them from behind you! With horses galloping, swords clanking, arrows whizzing around... sound is quite spectacular!

Capcom are expected to include QSound on other of their coin-ups including SP1 (one version or another), and other companies are taking an interest including Broderbund, Electronic Arts, Ocean, Sierra-on-line, and Virgin Games... so we should soon hear 3D QSound games on our consoles in the not too distant future!

NEXT MONTH

We'll be reviewing some of the master's music CDs - Yuzo Koshino. So you have the game, the music, sounds great in the game... so is it worth buying the Music CD?

PLUS, review of Konami's Salamander Anime. The arcade game is brilliant... but can the ace electronic company produce decent animation movies as well as video games, etc.?

And more....

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